

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

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

ConditionalDescription
Represents a conditional description of an object.

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

Description

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

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

ExaminationCallback

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

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

IExaminable

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

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

Identifier

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

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

Size

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

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

Assets.Characters

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

- + **BP.AdventureFramework.**

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

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

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands
Represents any object that is examinable.

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

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

Conversations

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

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

Description.Empty

Description

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

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

ExaminableObject

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

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

IExaminable

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

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

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

Constructors

+ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

C(ConditionalDescription)(String, String, Condition)

+ [BP.AdventureFramework.](#)

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

↳ [Assets.Interaction](#)

Declaration

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

+ [BP.AdventureFramework.](#)

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

↳ [Assets.Locations](#)

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

Parameters

+ [BP.AdventureFramework.](#)

↳ [Commands](#)

↳ [\(BP.AdventureFramework.Com](#)

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

+ [BP.AdventureFramework.](#)

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

↳ [Conversations](#)

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

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

Properties

- BP.AdventureFramework.

Condition

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

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

Methods

+ BP.AdventureFramework.

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

Identifier
(BP.AdventureFramework.Assets.Identifier)

GetDescription()

Item
(BP.AdventureFramework.Assets.Item)

Get the description.

Size

Declaration
(BP.AdventureFramework.Assets.Item)

+ BP.AdventureFramework.

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

Returns

+ BP.AdventureFramework.

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

String
(BP.AdventureFramework.Assets.Interaction)

Description

The description.

+ BP.AdventureFramework.

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

Description.GetDescription()

(BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_GetDescriptio

+) BP.AdventureFramework.

Commands
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations
(BP.AdventureFramework.Conversations)



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

- + **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

- + **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

Class Description

Represents a description of an object.

Filter by title

Inheritance

BP.AdventureFramework.

Assets

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

(BP.AdventureFramework.Assets)

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

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

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

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

PlayerVisible

Assembly [BP.AdventureFramework](#)

Identifier

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

Item

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

Size

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

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

Description(string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

Commands

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

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Name	Description
<i>description</i>	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

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

Property Value

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

Type Description

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

Description

ConditionalDescription

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

ExaminationCallback

Empty

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

ExaminationResult

Get an empty description.

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

Identifier

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

Item

(**BP.AdventureFramework.Assets.Item**)

Size

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

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

Description

+ **BP.AdventureFramework.**

Assets.Characters

Methods

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

+ **BP.AdventureFramework.**

GetDescription()

Assets.Interaction

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

Get the description.

+ **BP.AdventureFramework.**

Declaration

Assets.Locations

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

+ **BP.AdventureFramework.**

Returns

Commands

(**BP.AdventureFramework.Commands**)

Description

+ **BP.AdventureFramework.**

Conversation

The description.

Conversations

(**BP.AdventureFramework.Conversation**)



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

↳ ConditionalDescription

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

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

↳ Description

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

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

↳ ExaminableObject

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

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

↳ ExaminationCallback

Implements

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

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

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

↳ IExaminable

Inherited Members

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

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

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

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

↳ [\(System.Object.Equals\(System.Object\)\)](#)

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

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

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

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

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

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

Syntax

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

+ [BP.AdventureFramework](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Interaction](#)

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

+ [BP.AdventureFramework](#).

[Properties](#)

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

+ [BP.AdventureFramework](#).

[Commands](#)

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

Get or set this objects commands.

[Declaration](#)

+ [BP.AdventureFramework](#).

[Commands](#)

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

Get or set this objects commands.

[Declaration](#)

+ [BP.AdventureFramework](#).

[Conversations](#)

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

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

Property Value

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

(BP.AdventureFramework.Ass

ConditionalDescription **scription** (RR AdventureFramework Assets C)

Description
Get or set a description of this object.

(BP.AdventureFramework.Assets.D
laration.ExamifiableObject

Explainable Object (BPA, Agent, Environment, and Agents E)

(BP.AdventureFramework.Assets.E
public Description Description
ExaminationCallback

Example: Description { get; set; }

(BP.AdventureFramework.Assets.E

Property Value

(BF.AdventurerFramework.Assets.E

Type	Examinable	Description
(BP_AdventureFramework_Assets_II)	Description (BP_AdventureFramework_Assets.Description.html) IPlayerVisible	

Examination of the Framework Assets

Item
or set the callback handling all example
TBPAdventureFrameworkAssets.IIt

(BPAventureFrameworkAssets.it) Size Declaration

$\pi = 103.4^\circ$, $\gamma = 105^\circ$, $a = 3.33 \text{ \AA}$, $b = 5$

P!Adventure Framework

Assets.Characters

Property Value

+ BP_AdventureFramework	Description
Assets Interaction ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html) (BP_AdventureFramework_Assets_ExaminationCallback)	

+ BP.AdventureFramework.

Identify Locations

BP.AdventureFramework.Ass

this objects identifier.

+ BP.AdventureFramework. Declaration

Commands

• public Identifier Identifier

+ BP.AdventureFramework.

Property Values
(RR Adventure Framework Component)

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

IsPlayerVisible

Gets if this is visible to the player.

(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration

ConditionalDescription

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

Description

(BP.AdventureFramework.Assets.IPlayerVisible).Description

Property Value

ExaminableObject

Type	Description
ExaminationCallback	

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

Type	Description
ExaminationResult	

ExaminationResult

(BP.AdventureFramework.Assets.IPlayerVisible).ExaminationResult

IExaminable

Methods

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

Declaration

IPlayerVisible

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

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

Declaration

Examine this object.

Item

Declaration

Size

(BP.AdventureFramework.Assets.IPlayerVisible).Size

public virtual ExaminationResult Examine()

+ BP.AdventureFramework.

Assets.Characters

Returns

(BP.AdventureFramework.Assets.Characters)

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

(BP.AdventureFramework.Assets.Characters)

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

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

(BP.AdventureFramework.Assets.Characters)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

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

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

(BP.AdventureFramework.Commands)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

Returns a string that represents the current object.

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

Overrides

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

Implements

(BP.AdventureFramework.Assets.IAssets)

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

 ConditionalDescription

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

 (BP.AdventureFramework.Assets.ConditionedObject)

 Description

 (BP.AdventureFramework.Assets.Description)

 ExaminableObject

 (BP.AdventureFramework.Assets.ExaminableObject)

 ExaminationCallback

 (BP.AdventureFramework.Assets.ExaminationCallback)

 ExaminationResult

 (BP.AdventureFramework.Assets.ExaminationResult)

 IExaminable

 (BP.AdventureFramework.Assets.IExaminable)

 IPlayerVisible

 (BP.AdventureFramework.Assets.IPlayerVisible)

 Identifier

 (BP.AdventureFramework.Assets.Identifier)

 Item

 (BP.AdventureFramework.Assets.Item)

 Size

 (BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.ICharacters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(BP.AdventureFramework.Assets.ExaminationCallback)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.IExaminable)

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

ExaminationResult

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Identifier)

A string representing the result of the examination.

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

(BP.AdventureFramework)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription	(https://learn.microsoft.com/dotnet/api/system.object)
↳ object (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Object)	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Interaction.Result.html)
↳ Description	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Description)
↳ ExaminationResult	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.ExaminationResult)
Inherited Members	object
↳ (BP.AdventureFramework.Assets.ExaminationResult)	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminationResult)
Result	Description
↳ ExaminationCallback	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result.html#BP_AdventureFramework_Assets_Interaction_Result_Description)
object.Equals(object)	(equals(system-object>equals(system-object))">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object>equals(system-object)))
object.Equals(object, object)	(equals(system-object-system-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))
Examinable	IPlayerVisible
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
Identifier	object.MemberwiseClone()
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	BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)
Size	
Assembly	(BP.AdventureFramework.html).Assets

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

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

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Parameters

Conversations

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

+ **BP.AdventureFramework.**

Extensions

▼

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

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

Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible, IsPlayerVisible

Description

(BP.AdventureFramework_Assets_IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

ExaminableObject

Name (BP_AdventureFramework_Assets.Exam

Assembly) AdventureFramework.dll

(BP.AdventureFramework.Assets.E

Syntax

ExaminationResult

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

(BP.AdventureFramework.Assets.It

Size

Get objects commands

(BP_AdventureFramework_Assets.S

Commands

CustomCommand[] Commands { get; set; }

(BP_AdventureFramework_Assets.C

+ BP.AdventureFramework.

Assets.Characters

CustomCommand[] Commands { get; set; }

+ BP.AdventureFramework.

Assets.Interaction

Type (BP_AdventureFramework_Assets

Description

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

Assets.Locations

(BP_AdventureFramework_Assets.L

Description

+ BP.AdventureFramework.

Get description of this object.

(BP_AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Description Description { get; set; }

Conversations

(BP_AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Extensions

(BP_AdventureFramework_Ext

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

Identifier

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

Declaration
 (BP.AdventureFramework.Assets.D

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

ExaminationCallback
 Property Value
 (BP.AdventureFramework.Assets.E

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

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

Methods

(BP.AdventureFramework.Assets.I
 Item

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

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

Declaration

+ BP.AdventureFramework.

Assets.Characters

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

Assets.Interaction

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

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

Syntax
ExaminableObject

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

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

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

```
    IExaminable
```

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

```
    IPlayerVisible
```

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

```
    Identifier
```

Get `IPlayerVisible` **From the Player**

```
    Item
```

Declaration:
(BP.AdventureFramework.Assets.II

```
    Size
```

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

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

+ BP.AdventureFramework.

Assets.Characters

Type	Description
<code>IPlayerVisible</code> (BP.AdventureFramework.Assets.II)	

`bool IsPlayerVisible { get; set; }`

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

+ BP.AdventureFramework.

Assets.Locations

`IPlayerVisible` **From the Player**

+ BP.AdventureFramework.

Commands

`IPlayerVisible` **From the Player**

+ BP.AdventureFramework.

Conversations

`IPlayerVisible` **From the Player**

+ BP.AdventureFramework.

Extensions

`IPlayerVisible` **From the Player**

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

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

Inherited Members

IPlayerVisible

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

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

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

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

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

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

+ **BP.AdventureFramework.**

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

Assets.Characters

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

AssetsInteraction

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

(BP.AdventureFramework.Assets.Identifier)

+ **BP.AdventureFramework.**

Construction

Constructors

(BP.AdventureFramework.Assets.Identifier)

Identifier(string) framework.

Commands

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(BP.AdventureFramework.Exte)

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

+ **BP.AdventureFramework.**

Extensions	Name	Description
Type	name	The name.

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

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

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type

(BP.AdventureFramework.Assets.

Description

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

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

public string Name { get; }

Commands

(BP.AdventureFramework.Com

Property Value

+ BP.AdventureFramework.

Type

Conversations

String

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

Description

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Equals(string)

Declaration

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

+ BP.AdventureFramework.

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

Assets.Characters

Declaration

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

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

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

bool true (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>) if the current object is equal to the other parameter; otherwise,

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

ToIdentifiableString(string)

+ BP.AdventureFramework.

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

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

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocation)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ BP.AdventureFramework.

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

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

Implementation

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

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

ExaminableObject.Examination

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

ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ToSt
↳ (BP_AdventureFramework.Assets.S)

ExaminableObject.Identifier

+ **BP.AdventureFramework.** ([BP.AdventureFramework.Assets.ExaminableObject.Identifier.html](#))
↳ (BP.AdventureFramework.Assets.ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

ExaminableObject.Identifier

ExaminableObject.Identifier
↳ (BP_AdventureFramework_Assets_ExaminableObject_Identifier.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)
Description

Assets.Characters

ExaminableObject.Identifier
↳ (BP_AdventureFramework.Assets.ExaminableObject.Identifier)

Assets.ExaminableObject

ExaminableObject.Identifier
↳ (BP_AdventureFramework.Assets.ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))
Description

Assets.Examination

ExaminableObject.Identifier
↳ (BP_AdventureFramework.Assets.ExaminableObject.Identifier)

Assets.Examination

ExaminableObject.Identifier
↳ (BP_AdventureFramework.Assets.ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))
Description

Interpretation

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

Constructors

Item(Identifier, Description, bool)

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

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

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

IPlayerVisible

Parameters
(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters
(BP.AdventureFramework.Assets.II)

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

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Extensions)

Interaction

(BP.AdventureFramework.Interaction)

Interpretation

Get or set the interaction.

Declaration

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



Property Value

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

(BP.AdventureFramework.Assets.ExaminationResult.html)

IsTakeable *get; set;*

Get if this is takeable.

(BP.AdventureFramework.Assets.IItem.html)

Declaration

(BP.AdventureFramework.Assets.IItem.html)

Identifier

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

(BP.AdventureFramework.Assets.Item.html)

Item

(BP.AdventureFramework.Assets.Item.html)

Property Value

Size

Type

(BP.AdventureFramework.Assets.SizeType.html)

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

Methods

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Declaration

(BP.AdventureFramework.Assets.Location.html)

+ BP.AdventureFramework.

public InteractionResult Interact(Item item)

Commands

(BP.AdventureFramework.Commands.html)

Parameters

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Conversations.html)

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

(BP.AdventureFramework.Scripts.html)

item

The item to interact with.

+ BP.AdventureFramework.

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.html)

InteractionResult

+ BP.AdventureFramework.

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

Interpretation

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

Description

The result of the

interaction.

Morph(Item)

Handle item morphing.

Declaration

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

Parameters

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

Implements

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ **BP.AdventureFramework.**

Constructors
Assets.Characters

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

+ **BP.AdventureFramework.**

Assets Interaction

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

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

+ **BP.AdventureFramework.**

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

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

Parameters

+ **BP.AdventureFramework.**

Commands

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

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

+ **BP.AdventureFramework.**

Conversations.**Size**

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

+ **BP.AdventureFramework.**

Properties

Extensions

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

Height.**Size**

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

Interpretation

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

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets

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

 (BP.AdventureFramework.Assets.Character)

 Represents a generic in game character.

- BP.AdventureFramework.

 Assets.Characters

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

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

 Character

 Represents a non-playable character.

 (BP.AdventureFramework.Assets.Character)

 IConverser

 (BP.AdventureFramework.Assets.Character)

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 PlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 (BP.AdventureFramework.Assets.Character)

Interfaces

+ BP.AdventureFramework.

 Assets.Interaction

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

+ BP.AdventureFramework.

 Assets.Locations

 (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

 Commands

 (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

 Conversations

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

 (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

 Logic

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

Assets.Characters

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

↳ NonPlayableCharacter ([BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html))

↳ PlayableCharacter ([BP_AdventureFramework_Assets_Characters_PlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_PlayableCharacter.html))

Character

Implementation

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

IExaminableObject ([BP_AdventureFramework_Assets_IExaminable.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IExaminable.html))

IPlayerVisibleObject ([BP_AdventureFramework_Assets_IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IPlayerVisible.html))

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

NonPlayableCharacter

Inherited Members

PlayableObject

ExamitableObject

ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

+ **BP.AdventureFramework.**

Assets.Interaction

ExaminableObject.ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Tostring())

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Identifier)

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Description)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Commands

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Commands)

(**BP.AdventureFramework.Conversations**)

ExaminableObject.Examine()

(**BP.AdventureFramework.Conversations**)

([BP_AdventureFramework_Assets_ExaminableObject_Conversations.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_Conversations.html)#BP_AdventureFramework_Assets_ExaminableObject_Conversations_

Examine())

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

IsPlayerVisible)

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

+ **BP.AdventureFramework.**

Interpretation

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

(**BP.AdventureFramework.Interpretation**)

equals(system-object-system-object))

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

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

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

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

+ **BP.AdventureFramework.**

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

Assembly: BP.AdventureFramework.dll

Syntax

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

(BP.AdventureFramework.Assets.Characters.Character)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlayables

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

InteractionCallback

public InteractionCallback Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

+ **BP.AdventureFramework.**

Property Value

Assets.Interaction

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

Description

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ **BP.AdventureFramework.**

Get if this character is alive.

Commands

DeclaresCommands

(BP.AdventureFramework.Commands.Character)

+ **BP.AdventureFramework.**

public bool IsAlive { get; protected set; }

Conversations

(BP.AdventureFramework.Conversations.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

(BP.AdventureFramework.Extensions.Character)

+ **BP.AdventureFramework.**

Interpretation

Items (BP.AdventureFramework.Interpretation.Character)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Logon

(BP.AdventureFramework.Logon.Character)

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods (BP.AdventureFramework.Assets.Characters)

Character

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

IConverser

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

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

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type (BP.AdventureFramework.Assets.Interaction)

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

Name

Description

item

The item to acquire.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

DequireItem(Item)

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

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

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Interpretation

FindItem(string, out Item, bool)

(BP.AdventureFramework.Interpretation)

Find an item.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Parameters

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

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

Give an item to another in game Character.

Assets.Locations

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

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

+ BP.AdventureFramework.

Commands

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

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

Extensions

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

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

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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

Determine if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

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

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return
BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic selected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logic.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable (BP.html)

Assets.Characters

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

IExaminable (BP.html)

+ BP.AdventureFramework.Asses

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

IExaminable.Commands

(BP.AdventureFramework.Assets.C

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

IConverser

IExaminable.Examine()

(BP.AdventureFramework.Assets.C

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

NonPlayableCharacter

IPlayerVisible (BP.AdventureFramework.Assets.C

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

sible)

(BP.AdventureFramework.Assets.C

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

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

Assets.Interaction

Assets.BP_AdventureFramework.dll

+ BP.AdventureFramework.Asses

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Con

Declaration:

+ BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Property Value:

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

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

▼

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

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

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

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

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

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

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

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

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

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

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

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

(**BP_AdventureFramework_Assets_Characters_Character**)

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

Implements

IInteractWithItem (BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html)

IConverser (BP_AdventureFramework_Assets_Characters_IConverser.html)

IExaminable (BP_AdventureFramework_Assets_Examinable.html)

IPlayerVisible (BP_AdventureFramework_Assets_IPlayerVisible.html)

(BP_AdventureFramework_Assets_C

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

+ **BP_AdventureFramework.**

Character.Interaction

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction)

+ **BP_AdventureFramework.**

Character.Items

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

+ **BP_AdventureFramework.**

Character.Conversations

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Conversations)

+ **BP_AdventureFramework.**

Character.Extensions

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Extensions)

+ **BP_AdventureFramework.**

Character.FindItem(item)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem)

+ **BP_AdventureFramework.**

Character.Interpretation

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interpretation)

+ **BP_AdventureFramework.**

Character.Logic

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give)

+ **BP_AdventureFramework.**

Character.Rendering

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interact)

BP_AdventureFramework_Ran

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

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

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

+ **BP.AdventureFramework**

Assets.Characters

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

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

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

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

 + **BP.AdventureFramework**

Assets.Interaction

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

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

Assets.Locations

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

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

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

Commands

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

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

+ **BP.AdventureFramework**

Syntax

Conversations

 (**BP.AdventureFramework.Conversations**)

 NonPlayableCharacter : Character, IInteractWithItem, IConverser, IExaminable, IPlayerVisible

 + **BP.AdventureFramework**.

Extensions

 (**BP.AdventureFramework.Extensions**)

Constructors

 + **BP.AdventureFramework**.

Interpretation

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

 Initializes a new instance of the NonPlayableCharacter class.

 + **BP.AdventureFramework**.

Logic

 Declaration

 (**BP.AdventureFramework.Logic**)

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

 + **BP.AdventureFramework**.

Rendering

 (**BP.AdventureFramework.Rendering**)

Parameters

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

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

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

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

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
bool (System.Boolean)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.

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

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

+ BP.AdventureFramework.

Declaration
(BP.AdventureFramework.Logical.html)

Rendering

(BP.AdventureFramework.Rendering.html)

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

Parameters

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

+ BP.AdventureFramework.

Commands

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

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declarations

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.Parameters)

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

(BP.AdventureFramework.Renderin

Properties

Conversation

Get or set the conversation.

Declaration
- **BP.AdventureFramework.**

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters)

Character

Property Value
(BP.AdventureFramework.Assets.Characters)

Type Converser

Description

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

Implements

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

+ **BP.AdventureFramework.**

Assets.Interaction

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

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

↳ [\(BP_AdventureFramework_Assets.Characters\)](#)
↳ ExaminableObject ([BP_AdventureFramework_Assets.ExaminableObject.html](#))
 ↳ Character ([BP_AdventureFramework_Assets.Characters.Character.html](#))
 ↳ PlayableCharacter ([BP_AdventureFramework_Assets.Characters.PlayableCharacter.html](#))
 ↳ IConverser
Implements
 IPlayableCharacter ([BP_AdventureFramework_Assets.Characters.IPlayableCharacter.html](#))
 INormalPlayCharacter ([BP_AdventureFramework_Assets.INormalPlayCharacter.html](#))
 IPlayerVisible ([BP_AdventureFramework_Assets.Characters.IPlayerVisible.html](#))
 IInteractableCharacter ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](#))
Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

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

(BP_AdventureFramework.Assets.Characters.Character_ISALIVE)

Character.Interaction

+ **BP_AdventureFramework.**

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

Assets_Locations

(BP_AdventureFramework.Assets.Characters.Character_Locations)

Character.Locations

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

+ **BP_AdventureFramework.**

Character.Items

(BP_AdventureFramework.Assets.Characters.Character_Items)

Character.Items

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

+ **BP_AdventureFramework.**

Character.AcquireItem(Item)

(BP_AdventureFramework.Assets.Characters.Character_AcquireItem)

Character.AcquireItem(Item)

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

+ **BP_AdventureFramework.**

Character.RequireItem_BP_AdventureFramework_Assets_Item_()

(BP_AdventureFramework.Assets.Characters.Character_RequireItem_BP_AdventureFramework_Assets_Item_)

Character.RequireItem_BP_AdventureFramework_Assets_Item_()

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

+ **BP_AdventureFramework.**

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Assets.Characters.Character_FindItem)

Character.FindItem(string, out Item, bool)

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

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(BP_AdventureFramework.Assets.Characters.Character_Give)

Character.Give(Item, Character)

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

+ **BP_AdventureFramework.**

Character.Interact_BP_AdventureFramework_Assets_Item_()

(BP_AdventureFramework.Assets.Characters.Character_Interact_BP_AdventureFramework_Assets_Item_)

Character.Interact_BP_AdventureFramework_Assets_Item_()

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

+ **BP_AdventureFramework.**

Character.Render_BP_AdventureFramework_Assets_Item_()

(BP_AdventureFramework.Assets.Characters.Character_Render_BP_AdventureFramework_Assets_Item_)

Character.Render_BP_AdventureFramework_Assets_Item_()

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

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

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

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

Assets.Characters
(BP.AdventureFramework.Assets.Characters)
ExaminableObject.Description
Character
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
(BP.AdventureFramework.Assets.Character)

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

NonPlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_NonPlayableCharacter)

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

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

ExaminableObject.IsPlayerVisible
sPlayerVisible
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

Assemblies
BP.AdventureFramework.dll

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

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

BP.AdventureFramework.
Ext

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

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

Logic
(BP.AdventureFramework.Logic)

BP.AdventureFramework.
Log

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

Rend
(BP.AdventureFramework.Rend)

Parameters

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

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

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(IItem, IInteractWithItem)

Conversations

(BP.AdventureFramework.Conversations)

Use an item.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
BP.AdventureFramework.Assets.Item.html	item	The item to use.
Logic.IInteractWithItem	targetObject	A target object to use the item on.

+ BP.AdventureFramework.

Rendering

Returns

(BP.AdventureFramework.Rendering)

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

Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

InteractionEffect

Effect

(BP.AdventureFramework.Assets.Interaction.Effect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.Result)

Reaction

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

Feedback

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

Represents any object that can interact with an item.

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.Result)

InteractionEffect

Framework

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

(BP.AdventureFramework.Assets.Locations)

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Condition)

Extensions callback for conditions.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Extensions.IExtension)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Assets.Interaction

Syntax

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

`public delegate InteractionResult InteractionCallback(Item item)`

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

`IInteractWithItem`

Parameters

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

Type `InteractionCallback`

Name

Description

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

`item`

The item to interact with.

Returns `InteractionResult`

Type `InteractionResult`

Description

`Reaction`

`InteractionResult`

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

The result of the interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

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

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

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

InteractionResult

InteractionResult (BP.AdventureFramework.Assets.Interaction)

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

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

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

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Type

+ BP.AdventureFramework.

InteractionEffect

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

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

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

InteractionResult(InteractionEffect, Item, string)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

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

InteractionCallback

(BP.AdventureFramework.Assets.InteractionCallback)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.InteractionEffect)

Name

Description

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Item BP.AdventureFramework.

Logic

Get the item used in the interaction.

(BP.AdventureFramework.Logic)

Declaration

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

Property Value

Type	Description
AssetsInteraction (Item.cs) (BP.AdventureFramework.Assets.Item.html)	
(BP.AdventureFramework.Assets.InteractionCondition)	
Condition	
(BP.AdventureFramework.Assets.InteractionEffect)	
IInteractWithItem	
(BP.AdventureFramework.Assets.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.Result)	
+ BP.AdventureFramework. Assets.Locations (BP.AdventureFramework.Assets.Locations)	
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Commands)	
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation)	
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.InteractionResult)

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Property Value

(BP.AdventureFramework.Assets.InteractionResult)

Type InteractionCallback

Description

(BP.AdventureFramework.Assets.InteractionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionResult)

InteractionResult

Result

(BP.AdventureFramework.Assets.InteractionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Result ReactionResult Result { get; }

(BP.AdventureFramework.Assets.InteractionResult)

+ BP.AdventureFramework.

Property Value

Assets.Locations

Type

Description

(BP.AdventureFramework.Assets.Locations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

Syntax

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

Fields

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

+ **BP.AdventureFramework.**

OK OK.

Assets.Locations

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Class Result

Represents a result.

Filter by title

Inheritance

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

Inherited Members

InteractionEffect

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

Namespaces

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

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

Assets.Locations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.IResult)

Syntax

+ BP.AdventureFramework.

Commands
protected abstract class Result
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Constructors

Conversations
(BP.AdventureFramework.Con

Result (BP.AdventureFramework).

Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation
protected Result()
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Properties (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description)

Get the description.

Declaration

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

Property Value

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

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

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

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

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

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

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

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

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Represents a matrix of rooms.

(BP.AdventureFramework.Assets.Matrix)

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

(BP.AdventureFramework.Assets.Overworld)

Represents an entire overworld.

Exit

(BP.AdventureFramework.Assets.Overworld.Exit)

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

+ BP.AdventureFramework.Assets.Region

Represents a region.

Overworld

(BP.AdventureFramework.Assets.Overworld.Region)

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

(BP.AdventureFramework.Assets.Room)

Represents a room

Room

(BP.AdventureFramework.Assets.Room.Room)

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

(BP.AdventureFramework.Assets.RoomPosition)

Represents a room position.

ViewPoint

(BP.AdventureFramework.Assets.RoomPosition.ViewPoint)

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

+ BP.AdventureFramework.

Represents a view point from a room.

(BP.AdventureFramework.ComplexViewPoint)

Enums

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

Extension Methods

+ **BP.AdventureFramework.**

Commands

Extensions.Inverse(Direction)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

Assets.Interaction

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

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

- **BP.AdventureFramework.**

Implements

(BP.AdventureFramework.Ass

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

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

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

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

Exit Members

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

ExaminableObject.Examination

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

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

Examination)

Overworld

ExaminableObject.ToString()

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

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

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

ExaminableObject.Identifier

Room

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

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

RoomPosition

ExaminableObject.Description

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

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

iewPoint

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

ExaminableObject.Commands

+ **BP.AdventureFramework.**

ExaminableObject.Examine() ([BP_AdventureFramework_Assets_ExaminableObject_Examine](#))

([BP.AdventureFramework.Com](#)

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

- **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

sPlayerVisible)

+ **BP.AdventureFramework.**

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

([BP.AdventureFramework.Extensions](#)

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

+ **BP.AdventureFramework.**

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

([BP.AdventureFramework.Interpretation](#)

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

([BP.AdventureFramework.Object](#)

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

([BP.AdventureFramework.Namespace](#)

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

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

([BP.AdventureFramework.Logic](#)

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Logi](#)

Syntax

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

▼ Constructors

Assets.Interaction

(BP.AdventureFramework.Assets.Exit.Direction, bool, Identifier, Description)

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

Assets.Locations

(BP.AdventureFramework.Assets.Exit.Direction, bool, Identifier, Description)

Direction

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

(BP.AdventureFramework.Assets.L

Matrix

Parameters

(BP.AdventureFramework.Assets.L

Type

Overworld

(BP.AdventureFramework.Assets.L

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

Region

bool (System.Boolean)

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

Room

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

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

Name

Description

(BP.AdventureFramework.Assets.L

Direction

(BP.AdventureFramework.Com

Direction

+ **BP.AdventureFramework.**

Get the direction of the exit.

Conversations

Declaration

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

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

Extensions

(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type

Interpretation

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

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Interaction

(BP.AdventureFramework.Logi

Description

Get or set the interaction.

Declaration

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

IsLocked

Direction

Get if this Exit is locked.

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

Declaration

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

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

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

Overworld

Property Value

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

Type	Description
Region	

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

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

Room

Methods

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

+ BP.AdventureFramework.

Interact(Item)

Commands

(BP.AdventureFramework.Com

Declaration

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

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

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

+ BP.AdventureFramework.

Parameters

Extensions

Type

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

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

Name

Description

+ BP.AdventureFramework.

Interpretation

Returns

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

Type

+ BP.AdventureFramework.

InteractionResult

Logic

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

Description

The result of the interaction.

Lock()

Lock this exit.

Declaration

```
public void Lock()
```

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

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

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

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

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

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

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

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

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Ass**

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

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

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

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

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

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

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

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

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

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

Room

Syntax

(BP.AdventureFramework.Assets.L

RoomPosition

public sealed class Matrix

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

CONSTRUCTORS

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms (BP.html).AdventureFramework.Rooms)

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Type

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

Interpretation

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

rooms	The rooms to be represented.
-------	------------------------------

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations)	

Direction

Height
Exit

Get the height of the matrix.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

Property Value
Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

GetCommands

Declaration
(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations
(BP.AdventureFramework.Conversations)

Parameters
+ BP.AdventureFramework.

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

Properties

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

+ BP.AdventureFramework.

Width

Get the width of the matrix.

Declaration

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

Property Value

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

Methods

(BP.AdventureFramework.Assets.Locations)

Matrix

ToRooms()

Overworld

Returns this matrix as a one dimensional array of rooms.

Region
Declaration

(BP.AdventureFramework.Assets.Locations)

Room

public Room[] ToRooms()

(BP.AdventureFramework.Assets.Locations)

RoomPosition

Returns the room position.

ViewPoint

Type
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Description

The rooms, as a one dimensional array.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

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

Overworld

Examination

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

Region

ExaminableObject.ToString()

Room

ExaminableObject.Identifier

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

RoomPosition

ExaminableObject.Identifier

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

ViewPoint

ExaminableObject.Description

([BP.AdventureFramework.Assets.Locations.ExaminableObject.Description.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Description)

BP.AdventureFramework.

Commands

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.

Conversations

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

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>)

Interpretation

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Logic

(BP.AdventureFramework.Logic)

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

- . . .

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

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

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Overworld
Region

Initializes a new instance of the overworld class.

Declaration

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

- **BPAdventureFramework.Overworld(string identifier, string description)**

Region
RoomPosition
Room
Room
ViewPoint

Parameters

Type	Direction	Name	Description
Identifier (https://learn.microsoft.com/dotnet/api/system.string)	(BP.AdventureFramework.Identifier)	<i>identifier</i>	The identifier for this overworld.
Description (https://learn.microsoft.com/dotnet/api/system.string)	(BP.AdventureFramework.Description)	<i>description</i>	A description of this overworld.

+ **BPAdventureFramework.**

Commands

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

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

+ **BPAdventureFramework.**

Conversations

(BPAdventureFramework.Conversations)

Properties

(BPAdventureFramework.Properties)

Extensions

(BPAdventureFramework.Extensions)

CurrentRegion

+ **BPAdventureFramework.**

Get the current region.

Interpretation

Declaration
(BPAdventureFramework.Interpretation)

+ **BPAdventureFramework.**

public Region CurrentRegion { get; }

Logic

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.**

- . . .

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

Regions

Get the regions in this overworld:

BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets;)

Direction

Property Value

Exit

Type

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

Overworld

(BP.AdventureFramework.Assets.L

Region

Methods

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

public void AddRegion(Region region)

Commands

(BP.AdventureFramework.Com

Parameters

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Assets.L

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

Name

Description

region

The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

public override ExaminationResult Examine()

+ BP.AdventureFramework.

Logic

Returns

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

-

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

Overrides

ExaminableObject.Examine()

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

- BP.AdventureFramework.

Assets.Locations

+ BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

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

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type

(BP.AdventureFramework.Assets.L

Description

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

True if the region was found.

Commands

(BP.AdventureFramework.Command)

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Extensions Move(Region region)

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Interpretation)

Name

Description

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

region

The region to move to.

+ BP.AdventureFramework.

Returns Logic

Type (BP.AdventureFramework.Logic)

Description

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

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

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

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

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Conversations

(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

- . . .

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

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

`(BP.AdventureFramework.Assets.`

Parameters

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

Overworld

`(BP.AdventureFramework.Assets.L`

Region(string, string)

`(BP.AdventureFramework.Assets.L`

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

`(BP.AdventureFramework.Assets.L`

`public Region(string identifier, string description)`

ViewPoint

`(BP.AdventureFramework.Assets.L`

Parameters

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

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

`(BP.AdventureFramework.Con`

Properties

Extensions

`(BP.AdventureFramework.Exte`

CurrentRoom

`+ BP.AdventureFramework.`

Interpretation

Get the current room.

`(BP.AdventureFramework.Inter`

Declaration

+ BP.AdventureFramework.

`Logic Room CurrentRoom { get; }`

`(BP.AdventureFramework.Logi`

Property Value

+ BP.AdventureFramework.

Rendering

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

this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Name

Description

x

The x position.

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

y

The y position.

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

z

The z position.

Room

Property Value
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint

Description

The room.

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Extensions)

Description

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

(BP.AdventureFramework.Logical)

Declaration

+ BP.AdventureFramework.

Rendering

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

Property Value

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

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

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

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

Room
Declares a Room in the world.

(BP.AdventureFramework.Assets.Locations)

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

Room
Parameters
(BP.AdventureFramework.Assets.Locations)

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

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Examine this object.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

public override ExaminationResult Examine()

Logic

(BP.AdventureFramework.Logic)

Returns

+ **BP.AdventureFramework.**

Rendering

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

Overrides

ExaminableObject.Examine()

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

+ BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

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

Type	Description
Room	The adjoining Room.

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

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Commands.GetAdjoiningRoom)

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions.GetAdjoiningRoom)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations.GetAdjoiningRoom)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Logic

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

(BP.AdventureFramework.Logics.GetAdjoiningRoom)

+ BP.AdventureFramework.

Rendering

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

GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

Name	Description
room	The room.

Returns Region

Type BP.AdventureFramework.Assets.Locations

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Extensions

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

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

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logics)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

Move in a direction.

Declaration

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

Parameters

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

Returns

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

Matrix
(BPAdventureFramework.Assets.Locations.Matrix)

Overworld
(BPAdventureFramework.Assets.Locations.Overworld)

Region
(BPAdventureFramework.Assets.Locations.Region)

Set the room to start in.
(BPAdventureFramework.Assets.Locations.Room)

Room
(BPAdventureFramework.Assets.Locations.Room)

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

(BPAdventureFramework.Assets.Locations.Room)

ViewPoint
(BPAdventureFramework.Assets.Locations.ViewPoint)

Parameters

(BPAdventureFramework.Assets.Locations.Room)

Type	Name	Description
BPAdventureFramework. Commands Room (BPAdventureFramework.Assets.Locations.Room.html)	<i>room</i>	The Room to start in.

+ BPAdventureFramework.

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Conversations)

Set the room to start in.

+ BPAdventureFramework.

Declaration

Extensions

(BPAdventureFramework.Extensions)

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

+ BPAdventureFramework.

Interpretation

(BPAdventureFramework.Interpretation)

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

+ BPAdventureFramework.

Rendering

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

(BP.AdventureFramework.Assets.Locati

Exit

(BP.AdventureFramework.Assets.Locati

Matrix

UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locati

Region

(BP.AdventureFramework.Assets.Locati

Room

(BP.AdventureFramework.Assets.Locati

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locati

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locati

This region, as a 3D matrix.

(BP.AdventureFramework.Assets.Locati

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

bool

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

Description

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

+ BP.AdventureFramework.

Conversations

Implements

IExaminable

IPermissible

IPlayerVisible

Extensions

BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Class Room

Represents a room

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

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

↳ Room

↳ (<BP.AdventureFramework.Assets.L>)

Implements

↳ Exit

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

↳ (<BP.AdventureFramework.Assets.L>)

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

↳ Matrix

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

↳ (<BP.AdventureFramework.Assets.L>)

Over members

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Examination

↳ Region

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

↳ (<BP.AdventureFramework.Assets.L>)

Examination

↳ Room

ExaminableObject.ToString()

↳ (<BP.AdventureFramework.Assets.L>)

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

ToString

↳ (<BP.AdventureFramework.Assets.L>)

ExaminableObject.Identifier

↳ ViewPoint

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

↳ (<BP.AdventureFramework.Assets.L>)

identifier

↳ **BP.AdventureFramework.**

↳ **Commands**

↳ (BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)

ExaminableObject.Commands

↳ **BP.AdventureFramework.**

↳ **Conversations**

↳ (BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Conversations)

ExaminableObject.Conversations

↳ (<BP.AdventureFramework.Assets.L>)

↳ (BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Conversations)

↳ **BP.AdventureFramework.**

↳ **Extensions**

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

↳ **(BP)AdventureFramework.Exte**

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

↳ **+ BP.AdventureFramework.**

↳ **Interpretation**

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

↳ **(BP)AdventureFramework.interpretation**

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

↳ **+ BP.AdventureFramework.**

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

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

↳ **(BP)AdventureFramework.Logi**

Assembly: BP.AdventureFramework.dll

Syntax **BP.AdventureFramework.**

Rendering

↳ **(BP)AdventureFramework.Ren**

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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

+ BP.AdventureFramework.

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

ams.Item[] items)

(BP.AdventureFramework.Commands.Room)

+ BP.AdventureFramework.

Parameters

Extensions

Name

Description

(BP.AdventureFramework.Extensions.Identifier)

identifier

This rooms identifier.

+ BP.AdventureFramework.

Identifier

description

This rooms description.

Description

(BP.AdventureFramework.Extensions.Description)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Extensions.Exit)

items

The items in this room.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.Room)

Room(string, string, params Exit[])

Rendering

Initializes a new instance of the Room class.

(BP.AdventureFramework.Rendering.Room)

Declaration

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

Parameters

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

Exit
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration
Region

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

RoomPosition

Parameters
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Con
Properties

Extensions

(BP.AdventureFramework.Exte
Characters

+ BP.AdventureFramework.
Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter
Declaration

+ BP.AdventureFramework.

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

Property Value
+ BP.AdventureFramework.

Rendering
(BP.AdventureFramework.Ren

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

EnteredFrom

Assets.Locations

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

Declaration
Direction

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

Property Value
Matrix

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

Type
Overworld

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

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

Exits
(BP.AdventureFramework.Assets.Locations)

RoomPosition

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

Declaration
ViewPoint

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

+ **BP.AdventureFramework.**

Commands

Properties
(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

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

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

HasBeenVisited

(BP.AdventureFramework.HasBeenVisited)
Get if this location has been visited.

+ **BP.AdventureFramework.**

Declaration
Interpretation

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

+ **BP.AdventureFramework.**

Properties
Logic

Type	Description
(BP.AdventureFramework.Logic)	

+ **BP.AdventureFramework.**

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

Rendering

(BP.AdventureFramework.Rendering)

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

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

Exit

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

this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

+ BP.AdventureFramework.

Commands

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

Conversations

(BP.AdventureFramework.Conversations.html)

Items

(BP.AdventureFramework.Items.html)

Extensions

Get the items in this Room.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP.AdventureFramework.

Interpretation [Items { get; }]

(BP.AdventureFramework.Interpretation.html)

Properties

(BP.AdventureFramework.Properties.html)

Logic

(BP.AdventureFramework.Logic.html)

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property Value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

(BP.AdventureFramework.Assets.L

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

Conversations

(BP.AdventureFramework.Con

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Extensions

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

(BP.AdventureFramework.Logi

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Rendering

AddItem(Item)

(BP.AdventureFramework.Ren

Add an item to this room.

Declaration

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

Parameters

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

Direction

(BP.AdventureFramework.Assets.L

Exit

CanMove(Direction)

(BP.AdventureFramework.Assets.L

Matrix

Test if a move is possible.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Room

Parameters

(BP.AdventureFramework.Assets.L

Type

RoomPosition

(BP.AdventureFramework.Assets.L

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

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Assets.L

Returns

+ BP.AdventureFramework.

Type

Commands

b (BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

+ BP.AdventureFramework.

Conversations

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Con

Can this Room contains a character.

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Exte

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

Interpretation

(BP.AdventureFramework.Inter

Parameters

+ BP.AdventureFramework.

Type

Logic

NonPlayableCharacter

(BP.AdventureFramework.Logi

(BP.AdventureFramework.Assets.Characters.NonP

layableCharacter.html)

Name

character

Description

The character.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

>Returns

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

Direction

(BP.AdventureFramework.Assets.Location)

Exit

(BP.AdventureFramework.Assets.Location)

Get in this Room contains a character.

(BP.AdventureFramework.Assets.Location)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Location)

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

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Interpretation

Get if this Room contains an exit.

(BP.AdventureFramework.Interpretations)

Declaration

+ BP.AdventureFramework.

Logic

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

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Parameters

Rendering

(BP.AdventureFramework.Rendering)

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

(BP.AdventureFramework.Assets.Locations)

Returns
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

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

Region

Declaration
Room

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

(BP.AdventureFramework.Assets.Locations)

Parameters

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

+ BP.AdventureFramework.

Returns
Conversations

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

Extensions

(BP.AdventureFramework.Extensions)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Interpretation
Gets if this location contains an interaction target.

Declaration
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic
public bool ContainsInteractionTarget(string targetName)

(BP.AdventureFramework.Logic)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

(BP.AdventureFramework.Assets.Locations) ExaminationResult ([BP.AdventureFramework.Assets.ExaminationResult.html](https://learn.microsoft.com/dotnet/api/system.boolean))

Region

The result of this examination.

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

FindCharacter(string, out NonPlayableCharacter)

+ BP.AdventureFramework.

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

Commands

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Extensions)

NonPlayableCharacter

character

The character name.

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type

Logic

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

Description

True if the character was found.

+ BP.AdventureFramework.

Rendering

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Renderer)

Find a character.

Declaration

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



Parameters

Assets.Locations

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

Returns
RoomPosition

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

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

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

+ BP.AdventureFramework.

Extensions

Parameters

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

Returns

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

FindInteractionTarget(string, out IInteractWithItem)

Assets.Locations

Find an interaction target.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

(BP.AdventureFramework.Assets.Locations)

targetName

The targets name.

Region

(BP.AdventureFramework.Assets.Locations)

IInteractWithItem

(BP.AdventureFramework.Assets.Locations)

target

The target.

RoomPosition

Return (BP.AdventureFramework.Assets.Locations)

Type
ViewPoint

Description

(BP.AdventureFramework.Assets.Locations)

Bool

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

True if the target was found.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

FindItem(string, out Item)

+ BP.AdventureFramework.

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

```
public bool FindItem(string itemName, out Item item)
```

Extensions

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type

Interpretation

Name

Description

String

itemName

The items name. This is case insensitive

+ BP.AdventureFramework.

Item

(BP.AdventureFramework.Assets.Item.html)

item

The item

(BP.AdventureFramework.Logging)

Returns

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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

FindItem(string, out Item, bool)

Find an item.

Assets.Locations

Declaration:

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

Direction

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

Exit

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

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type

Commands

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

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

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con...

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

+ BP.AdventureFramework.

Declaration:

Extensions

(BP.AdventureFramework.Exte...

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter...

Parameters

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren...

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

Returns

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

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

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

HasUnlockedExitInDirection(Direction, bool)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld.HasUnlockedExitInDirection)

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

Type	Name	Description
BP.AdventureFramework.Assets.Locations.Direction ViewPoint (BP.AdventureFramework.Assets.Locations.Direction.ViewPoint)	<i>direction</i>	The direction to check.

+ BP.AdventureFramework.

Commands

bool
(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns
(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

bool

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

(BP.AdventureFramework.Extensions)

Description
If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

Interactions

(BP.AdventureFramework.Interactions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Rendering

Parameters
(BP.AdventureFramework.Rendering)

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

Returns

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

Direction

Movedinto(Direction?)

Exit

Handle movement into this GameLocation.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

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

Region

Parameters
(BP.AdventureFramework.Assets.LocationViewPoint)

Room

Type	Name	Description
BP.AdventureFramework.Assets.LocationViewPoint Direction (BP.AdventureFramework.Assets.LocationViewPoint) (BP.AdventureFramework.Assets.LocationViewPoint.s.Direction.html) ?	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

Commands

RemoveCharacter(NonPlayableCharacter)

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration
(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

RemoveCharacter(NonPlayableCharacter character)

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Characters.NonPlayableCharacter)	character	The character to remove.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

RemoveExit(Exit)

Declaration
(BP.AdventureFramework.Exit)

(BP.AdventureFramework.Renderer)

```
public void RemoveExit(Exit exit)
```

Parameters

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration
Matrix

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Overworld

(BP.AdventureFramework.Assets.Locations)

Parameters

Type	Name	Description
Room		
IInteractWithItem (BP.AdventureFramework.Assets.Locations)	target	The target to remove.

(BP.AdventureFramework.Assets.Locations)

Returns

Type	Description
+ BP.AdventureFramework.IInteractWithItem	The target removed from this room.

+ BP.AdventureFramework.

RemoveItem(Item)

(BP.AdventureFramework.Commands)

Remove an item from the room.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

```
public void RemoveItem(Item item)
```

+ BP.AdventureFramework.

Interpretation

Parameters

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

(BP.AdventureFramework.Logics)

SpecifyConditionalDescription(ConditionalDescription)

Rendering

Specify a conditional description of this room.

(BP.AdventureFramework.Renderers)

Declaration

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

Parameters

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

Direction
(BP.AdventureFramework.Assets.Location)

Implements

Exit
(BP.AdventureFramework.Assets.IExaminable)
Matrix
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
Overworld
(BP.AdventureFramework.Assets.Location)
Region
(BP.AdventureFramework.Assets.Location)
Room
(BP.AdventureFramework.Assets.Location)
RoomPosition
(BP.AdventureFramework.Assets.Location)
ViewPoint
(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System.Object

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

Object

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

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

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

RoomPosition

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

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

View Point

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

public class RoomPosition

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

(**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Extensions

 Initializes a new instance of the RoomPosition class.

(**BP.AdventureFramework.Exte**

 Declaration

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Inter**

 Parameters

(**BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Logi**

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

Name

room

The room/

+ **BP.AdventureFramework.**

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

Rendering

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

x

The x position of the room.

y

The y position of the room.

+ **BP.AdventureFramework.**

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

Properties

(BP.AdventureFramework.Assets.Room)

Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

Property Value

Type	Description
Room	

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the X position of the room.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Type	Description
Conversation	

(BP.AdventureFramework.Conversation)

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering)

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

Z

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

Declaration
 Direction

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

Matrix
 Property Value

```
(BP.AdventureFramework.Assets.RoomPosition)
Matrix
```

Type
 Overworld

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

Region

(BP.AdventureFramework.Assets.RoomPosition)
 Room

(BP.AdventureFramework.Assets.RoomPosition)
 RoomPosition

(BP.AdventureFramework.Assets.RoomPosition)
 ViewPoint

IsAtPosition(int, int, int)

(BP.AdventureFramework.Assets.RoomPosition)
 IsAtPosition

Get if this RoomPosition is at a position.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Partners

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

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

Name

Description

x

The X position.

y

The Y position.

z

The Z position.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Logic

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

(BP.AdventureFramework.Logic)

Description

True if this is at the position, else false.

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

ViewPoint

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

Syntax

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

Properties

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Any

Extensions

(**BP.AdventureFramework.Extensions**)

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpretation**)

Property Value

Logic

(**BP.AdventureFramework.Logic**)

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

Rendering

(**BP.AdventureFramework.Rendering**)

AnyNotVisited

(**BP.AdventureFramework.AnyNotVisited**)

Rendering

(**BP.AdventureFramework.Rendering**)

Description

Get a view point representing no view.

Declaration

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

Property Value

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

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

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

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

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

Methods

Create(Region)

Create a new ViewPoint.

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Declaration
RoomPosition

(BP.AdventureFramework.Assets.LocationViewPoint.html)

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

(BP.AdventureFramework.Assets.LocationViewPoint.html)

Parameters

BP.AdventureFramework.

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

Conversations

Reference
(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

(BP.AdventureFramework.RenderingBuilders)

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Assets.Interaction

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

+ [BP.AdventureFramework.](#)

 Assets.Locations

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

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

 CustomCommand

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

 CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

 Conversations

([BP.AdventureFramework.Con](#)

+ [BP.AdventureFramework.](#)

 Extensions

([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

 Interpretation

([BP.AdventureFramework.Inter](#)

+ [BP.AdventureFramework.](#)

 Logic

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

 Rendering

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

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

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

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

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

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

(**BP.AdventureFramework.Com**

Name (BP.AdventureFramework.html).Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework**

Extensions

Syntax

(**BP.AdventureFramework.Exte**

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework.Inter**

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework**.CustomCommand

Init BPAdventureFramework.CustomCommand class.

Declaration

(**BP.AdventureFramework.Ren**

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

allback)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework**.

Rendering.FrameBuilders.

Color

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

- BP.AdventureFramework.

Commands (BP.AdventureFramework.Com

CustomCommand
Arguments
AdventureFramework.Comma
CustomCommandCallback
Get or set the arguments
(BP.AdventureFramework.Comma
ICommand
Declaration
(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversations (BP.AdventureFramework.Con

Property Value
+ **BP.AdventureFramework.**

Extensions

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

+ BP.AdventureFramework.

Interpretation (BP.AdventureFramework.Inte

Get the help for this command.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi
public CommandHelp Help { get; }

+ BP.AdventureFramework.

Rendering (BP.AdventureFramework.Ren

Type
+ **BP.AdventureFramework.**

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)
Rendering.FrameBuilders

(BP.AdventureFramework.Ren

IsPlayerVisible (BP.AdventureFramework.

Rendering.FrameBuilders
Get or set if this is visible to the player.

Color

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

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Methods

- BP.AdventureFramework.

Commands

In(BP.AdventureFramework.Com

CustomCommand

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

Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand.html)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand.html)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Convo

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

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Exte

Type

Description

+ BP.AdventureFramework.

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

The reaction.

Interpretation

(BP.AdventureFramework.Inter

Implements

(BP.AdventureFramework.

Logic

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

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

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Asses

- **BP.AdventureFramework.**

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

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
CustomCommandCallback Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Comma	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

Description

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

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

Provides a container for log items.

- BP.AdventureFramework.

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

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

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

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

Delegates

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

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

↳ Conversation

+ **BP.AdventureFramework.**

Commands

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

- **BP.AdventureFramework.**

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

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

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

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

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

ConversationOnActionCallback

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

LogItem

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

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Extensions

C_{onversation}([params Paragraph\[\]](#))

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](#))

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

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Code of Accountability

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Code of Fairness

Code of Accountability

Code of Integrity

Code of Responsibility

Code of Transparency

Code of Trust

Code of Fairness

Code of Accountability

Code of Integrity

Code of Responsibility

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Code of Fairness

Code of Accountability

Code of Integrity

Code of Responsibility

Code of Transparency

Code of Trust

Code of Fairness

Code of Accountability

Code of Integrity

Code

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

ASSETS.LOCATIONS
Property Value
(BP.AdventureFramework.Ass

Type	Description
+ BP.AdventureFramework. Paragraphs	(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Com

- BP.AdventureFramework.

Log
Conversations

(BP.AdventureFramework.Con

Get the log.

Conversation
Declaration
(BP.AdventureFramework.Convers

ConversationActionCallback
public LogItem[] Log { get; }
(BP.AdventureFramework.Convers

LogItem

Property Value
Paragraph

Type	Description
LogItem (BP.AdventureFramework.Conversations.LogItem.html)[] (BP.AdventureFramework.Convers	

Response

(BP.AdventureFramework.Convers

Paragraphs

+ BP.AdventureFramework.

Get the current paragraph in the conversation.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

```
public Paragraph[] Paragraphs { get; }
```

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Type	Description
Logic (BP.AdventureFramework.Logic)	(BP.AdventureFramework.Logic.Conversations.Paragraph.html)[]

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders

Next(Game)

(BP.AdventureFramework.Ren

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

Type	Name	Description
(BP.AdventureFramework.Assets.Location<Game>)(BP.AdventureFramework.Logic.Game.html)	game	The game.

Commands

Returns

(BP.AdventureFramework.Command<Reaction>)(BP.AdventureFramework.Commands.Reaction)

Type

- BP.AdventureFramework.

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Conversations

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Conversation

Respond(Response, Game)

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

ConversationActionCallback

Respond to the conversation.

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Declaration

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

```
public Reaction Respond(Response response, Game game)
```

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Participant

Parameters

(BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Type

Response (BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Extensions

(BP.AdventureFramework.Extension)(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Interpretation (BP.AdventureFramework.Assets.Interaction.Reaction.html)

(BP.AdventureFramework.Interpreter)(BP.AdventureFramework.Interpreters)

The reaction to the response.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)(BP.AdventureFramework.Logics)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)(BP.AdventureFramework.Renderings)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)(BP.AdventureFramework.Renderings.FrameBuilders)

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html)

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Com

```
    public delegate void ConversationActionCallback(Game game)
```

- **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Con

Type		Name	Description
Conversation	(BP.AdventureFramework.Conversation.html)	game	The game to invoke the callback on.

ConversationActionCallback
(BP.AdventureFramework.Conversation.html)
LogItem
(BP.AdventureFramework.Conversation.html)
Paragraph
(BP.AdventureFramework.Conversation.html)
Participant
(BP.AdventureFramework.Conversation.html)
Response
(BP.AdventureFramework.Conversation.html)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

RenderingFrameBuilders

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

↳ LogItem

(BP.AdventureFramework.Com

Inherited Members

- **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(BP.AdventureFramework.Con

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Conversation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

NameSpace BP.AdventureFramework.Convers

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html>).Conversations

Paragraph

Assembly BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Interpretation

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Inter

Declaration

+ **BP.AdventureFramework.**

Logic

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

(BP.AdventureFramework.Ren

Participant (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Participant.html>)

+ **BP.AdventureFramework.**

RenderingContextFrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

RenderingContextFrameBuilders.

(BP.AdventureFramework.Ren

Rendering.FrameBuilders.

(BP.AdventureFramework.Ren

Type	Name	Description
Participant (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Participant.html)	participant	The participant.
string (https://learn.microsoft.com/dotnet/api/system.string)	line	The line.

Properties

Line

Get the line.



Declaration

+ BP.AdventureFramework.

```
    public string Line { get; }
```

Commands

(BP.AdventureFramework.Com

Property Value

- BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Con

```
string (AdventureFramework.Com.net/api/system.string)
```

Description

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

```
    public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Type

+ BP.AdventureFramework.

Participant (BP.AdventureFramework.Conversations.Participant.html)

Description

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com, Paragraph)

+ BP.AdventureFramework.

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(BP.AdventureFramework.Con

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(BP.AdventureFramework.Convers

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Paragraph

(BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers
public sealed class Paragraph

+ BP.AdventureFramework.

Extensions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi
public Paragraph(string line)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.Paragraph(string, ConversationActionCallback, int)

Rendering.FrameBuilders

Initializes a new instance of the Paragraph class.

Color

	Name	Description
line		Specify the line.

Declaration

```
public Paragraph(string line, ConversationActionCallback action, int delta = 1)
```

Parameters

Type	Name	Description
string Commands (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Commands)	line	Specify the line.
- BP.AdventureFramework.Conversations ConversationActionCallback (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback) (BP.AdventureFramework.Conversations)	action	Specify any action to be carried out with this line.
int Conversation (https://learn.microsoft.com/dotnet/api/system.int32) ConversationActionCallback (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback) LogItem (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.logitem) Paragraph(string, int) (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.paragraph) Participant (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.participant) Declaration (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.declaration) Response (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.response) public Paragraph(string line, int delta = 1)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.

Extensions

Parameters

Type	Name	Description
string Interpretation (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Interpretation)	line	Specify the line.
- BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic) (BP.AdventureFramework.Logic) (https://learn.microsoft.com/dotnet/api/system.int32)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.

Rendering

Properties

+ BP.AdventureFramework.

Rendering.FrameBuilders

Action

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set any action to carry out on this line.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

Color

```
public ConversationActionCallback Action { get; set; }
```

Property Value

Type	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)	

Commands

(BP.AdventureFramework.Com

CanRespond

(BP.AdventureFramework.Com

Get if response is possible.

(BP.AdventureFramework.Com

Declaration:

```
    (BP.AdventureFramework.Convers  
    ConversationActionCallback) CanRespond { get; }  
    (BP.AdventureFramework.Convers
```

LogItem

Property Value

(BP.AdventureFramework.Convers

Type

Paragraph

(BP.AdventureFramework.Convers

bool
<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Delta

+ BP.AdventureFramework.

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.

Extensions

Declaration:

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

```
    public int Delta { get; }
```

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Type

Logic

int
<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Line

(BP.AdventureFramework.Render

Get or set the line.

+ BP.AdventureFramework.

Declaration:

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
    public string Line { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

Color

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses; applicable to the last line.

Commands

Declaration
(BP.AdventureFramework.Com

- **BP.AdventureFramework.**
`public virtual Response[] Responses { get; set; }`

Conversations

(BP.AdventureFramework.Con

Property Value

Type	Description
Conversation	
(BP.AdventureFramework.Convers	
Response	
(BP.AdventureFramework.Conversation)	
(BP.AdventureFramework.Convers	
LogItem	
(BP.AdventureFramework.Convers	
Paragraph	
(BP.AdventureFramework.Convers	
Participant	
(BP.AdventureFramework.Convers	
Response	
(BP.AdventureFramework.Convers	

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: BP.(BP.html).AdventureFramework.(BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

(BP.AdventureFramework.Com
Assembly: BP.AdventureFramework.dll

Syntax

Conversations

(BP.AdventureFramework.Com

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (BP.AdventureFramework.Convers
Response	
	(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

↳ **System.Object** (https://learn.microsoft.com/dotnet/api/system.object)

↳ **Response**

- **BP.AdventureFramework.**

Inherited Members

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
Conversation
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
ConversationActionCallback
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
LogItem
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
Paragraph

Name [\(Packaged in BP.AdventureFramework\)](#) [Conversations](#) (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

Participant

Assembly [BPAdventureFramework.dll](#) (BPAdventureFramework.dll)

Syntax

Response
(BP.AdventureFramework.Convers

public sealed class Response

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Constructors

+ **BP.AdventureFramework.**

Interpretation

Response(string line) (work.Inter

+ **BP.AdventureFramework.** Response class.

Logic

Declaration

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.** Response(string line, int delta = 1)

Rendering

(BP.AdventureFramework.Rend

Parameters

+ BP.AdventureFramework.	Name	Description
Rendering.FrameBuilders	line	The line to trigger this response.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

▼

Commands

Properties

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conver

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.
Conversation

Declaration

BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Property Value

Paragraph

Type	Description
BP.AdventureFramework.Conver	

Participant

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Extensions

Get the line.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation

Line { get; }

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Logic

Description

(BP.AdventureFramework.Logi

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

+ BP.AdventureFramework.

StringExtensions (BP.AdventureFramework.Extensions.StringExtensions.html)

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions)

StringExtensions

(BP.AdventureFramework.Extensions.StringExtensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

ASSETS.LOCATIONS

↳ [\(BP.AdventureFramework.Asset\)](#)

↳ [StringExtensions](#)

+ **BP.AdventureFramework.**

Inherited Members

Commands

↳ [\(BP.AdventureFramework.Command\)](#)

object.Equals(object, object)

+ **BP.AdventureFramework.**

Conversations

↳ [\(BP.AdventureFramework.Conversation\)](#)

object.GetHashCode()

object.GetType()

- **BP.AdventureFramework.**

object.MemberwiseClone()

object.ReferenceEquals(object, object)

object.ToString()

+ **BP.AdventureFramework.Extensions**

Name [BP.Extensions](#)

(BP.AdventureFramework.Extensions.html)

(BP.AdventureFramework.Extensions)

Assembly [BPAdventureFramework.dll](#)

Syntax [\(BP.AdventureFramework.Extensions\)](#)

+ **BP.AdventureFramework.**

public static class StringExtensions

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logical)

+ **BP.AdventureFramework.**

CaseInsensitiveContains(string, string)

Rendering

(BP.AdventureFramework.Rendering)

Description Returns true if the specified substring occurs within this string. This is not case sensitive.

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Rendering)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

value

Description

The value.

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Rendering)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

subString

The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

ASSETS.LOCATIONS

EnsureFinishedSentence(string)

+ **BP AdventureFramework.**

Ensure this string is a finished sentence, ending in either ?, ! or .

Commands

Declaration

(BP.AdventureFramework.Com

+ **BP AdventureFramework.**EnsureFinishedSentence(this string value)

Conversations

(BP.AdventureFramework.Con

Parameters

- **BP AdventureFramework.**

Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Exte

Returns

(BP.AdventureFramework.Exten

Type StringExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Type	Description
StringExtensions	The finished string.

+ **BP AdventureFramework.**

Interpretation

EqualExaminable(string, IExaminable)

+ **BP AdventureFramework.**EqualExaminable(IExaminable)

Logic

Declaration

(BP.AdventureFramework.Logi

+ **BP AdventureFramework.**EqualExaminable(this string value, IExaminable examinable)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ **BP AdventureFramework.**

RenderingFrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Ren

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

+ **BP AdventureFramework.**

RenderingFrameBuilders.

Color

(BP.AdventureFramework.Ren

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP AdventureFramework.**

RenderingFrames

(BP.AdventureFramework.Ren

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

ASSETS.LOCATIONS

Parameters

(**BP.AdventureFramework.Assets.Identifier**)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	The identifier.

+ **BP.AdventureFramework.**

Returns

Conversations

Type	Description
b (BP.AdventureFramework.html)	True if this string equals the identifier, else false.

Extensions

(**BP.AdventureFramework.Extensions**)

GetObjectifier(string)

Get an objectifier for a word.
StringExtensions

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

+ **BP.AdventureFramework.**

Returns

Rendering

(**BP.AdventureFramework.Rendering**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The objectifier.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

IsPlural(string)

+ **BP.AdventureFramework.**

Get if word is plural.

Rendering.FrameBuilders.

Color

Declaration

(**BP.AdventureFramework.Rendering.Color**)

public static bool IsPlural(this string word)

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
Assets.Locations https://learn.microsoft.com/dotnet/api/system.boolean (BP.AdventureFramework.Ass	True if the word is plural.

+ BP.AdventureFramework.

Commands

IsVowel(string) <https://learn.microsoft.com/dotnet/api/bp.adventureframework.com>

Get if a character is a vowel.

+ BP.AdventureFramework.

Declarative

Conversations

(BP.AdventureFramework.Con

```
public static bool IsVowel(this string value)
```

- BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Exte

Type	Name	Description
DirectionExtensions		

<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions>

StringExtensions

<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions>

Returns

+ BP.AdventureFramework.

Type

Interpretation <https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Inter	True if the character is a vowel.

+ BP.AdventureFramework.

Logic

LineCount(string) <https://learn.microsoft.com/dotnet/api/bp.adventureframework.logi>

Determine the number of lines in this string.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

```
public static int LineCount(this string value)
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Rendering.FrameBuilders.	value	The value.

Color

Returns

(BP.AdventureFramework.Render

Type	Description
+ BP.AdventureFramework. https://learn.microsoft.com/dotnet/api/bp.adventureframework.render Rendering.Frames	The number of lines in the string.

(BP.AdventureFramework.Render

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

ASSETS.LOCATIONS

Parameters

(BP.AdventureFramework.Ass

Type	Name	Description
+ BP.AdventureFramework.		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The string to ensure isn't finished finish.

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Com

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The unfinished string.

- BP.AdventureFramework.

Extensions

ToDescription(string)

(BP.AdventureFramework.Exte

Returns

Dictionary<Extension, Description>

(BP.AdventureFramework.Exten

Declaration

StringExtensions

(BP.AdventureFramework.Exten

```
public static Description ToDescription(this string value)
```

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

(BP.AdventureFramework.Render

Description (BP.AdventureFramework.Assets.Description.html)

Name

value

The value.

Description

This string as a description.

+ BP.AdventureFramework.

Rendering.FrameBuilders

ToIdentifier(string)

(BP.AdventureFramework.Render

Returns this string as an Identifier.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

```
public static Identifier ToIdentifier(this string value)
```

+ BP.AdventureFramework.

Parameters

Rendering.Frames

(BP.AdventureFramework.Render

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

([BP.AdventureFramework.Assets.Identifier](#))

+ [BP.AdventureFramework.Commands.ToSentenceCase\(string\)](#)

([BP.AdventureFramework.Commands](#))

Converting to sentence case.

- [BP.AdventureFramework.Conversations](#)

([BP.AdventureFramework.Conversations](#))

- [BP.AdventureFramework.Extensions](#)

([BP.AdventureFramework.Extensions](#))

+ [BP.AdventureFramework.Extensions.DirectionExtensions](#)

StringExtensions ([BP.AdventureFramework.Extensions](#))

StringExtensions ([BP.AdventureFramework.Extensions](#))

+ [BP.AdventureFramework.Extensions.Interpretation](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [BP.AdventureFramework.Logic.ToSpeech\(string\)](#)

Logic ([BP.AdventureFramework.Logic](#))

Converting to speech.

+ [BP.AdventureFramework.Rendering.Render](#)

Rendering ([BP.AdventureFramework.Rendering.Render](#))

Rendering ([BP.AdventureFramework.Rendering.Render](#))

+ [BP.AdventureFramework.Rendering.FrameBuilders](#)

Parameters ([BP.AdventureFramework.Rendering.FrameBuilders](#))

Type ([BP.AdventureFramework.Rendering.FrameBuilders](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [BP.AdventureFramework.Rendering.Color](#)

Color ([BP.AdventureFramework.Rendering.Color](#))

Color ([BP.AdventureFramework.Rendering.Color](#))

+ [BP.AdventureFramework.Rendering.Frames](#)

Frames ([BP.AdventureFramework.Rendering.Frames](#))

Frames ([BP.AdventureFramework.Rendering.Frames](#))

+ [BP.AdventureFramework.Rendering.Renderer](#)

Renderer ([BP.AdventureFramework.Rendering.Renderer](#))

Renderer ([BP.AdventureFramework.Rendering.Renderer](#))

+ [BP.AdventureFramework.Rendering.RendererBuilder](#)

RendererBuilder ([BP.AdventureFramework.Rendering.RendererBuilder](#))

RendererBuilder ([BP.AdventureFramework.Rendering.RendererBuilder](#))

+ [BP.AdventureFramework.Rendering.RendererBuilderBuilder](#)

RendererBuilderBuilder ([BP.AdventureFramework.Rendering.RendererBuilderBuilder](#))

RendererBuilderBuilder ([BP.AdventureFramework.Rendering.RendererBuilderBuilder](#))

+ [BP.AdventureFramework.Rendering.RendererBuilderBuilderBuilder](#)

RendererBuilderBuilderBuilder ([BP.AdventureFramework.Rendering.RendererBuilderBuilderBuilder](#))

RendererBuilderBuilderBuilder ([BP.AdventureFramework.Rendering.RendererBuilderBuilderBuilder](#))

▼

ASSETS.LOCATIONS

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

DirectionExtensions

(BP.AdventureFramework.Extensions.Direction)

StringExtensions

(BP.AdventureFramework.Extensions.String)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))
([BP.AdventureFramework.Com](#))

Provides help for a command.

+ **BP.AdventureFramework.**

Conversations

CustomCommandInterpreter
([BP.AdventureFramework.Com](#))

([BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html](#))

+ **BP.AdventureFramework.**

Provides an object that can be used for interpreting custom commands.

Extensions

InterpretationResult
([BP.AdventureFramework.Exte](#))

([BP.AdventureFramework.Interpretation.InterpretationResult.html](#))

Interpretation

Represents the result of an interpretation.

InterpretationResult
([BP.AdventureFramework.Inte](#))

Interfaces

CommandHelp

([BP.AdventureFramework.Interpret](#))

CustomCommandInterpreter

Interpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

IInterpreter

Represents any object that can act as an interpreter for input.

([BP.AdventureFramework.Interpret](#))

InterpretationResult

([BP.AdventureFramework.Interpret](#))

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color
([BP.AdventureFramework.Rende](#))

+ **BP.AdventureFramework.**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Commands

(**BP.AdventureFramework.Com**

Implements

+ **IEquatable<CommandHelp>**

(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp>

(**BP.AdventureFramework.Interpretation.CommandHelp.html**)>

Inherited Members

+ **BP.AdventureFramework.Object**

↳ Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Exte**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Inter**

Namespace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>)

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

Interpreter

Syntax

(**BP.AdventureFramework.Interpret**

 InterpretationResult

 public class CommandHelp : IEquatable<CommandHelp>

+ **BP.AdventureFramework.**

Logic

Constructors

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

CommandHelp(string, string)

(**BP.AdventureFramework.Ren**

Initializes a new instance of the CommandHelp class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

 public CommandHelp(string command, string description)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Color

Type

(**BP.AdventureFramework.Ren**

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

+ **BP.AdventureFramework.**

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.

Properties

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Command)
Get the command.

+ **BP.AdventureFramework.**

Declaration
Conversations

(BP.AdventureFramework.Conversations)
public string Command { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Extensions)
Type

- **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Interpretation

(BP.AdventureFramework.Interpretation)

Description

(BP.AdventureFramework.Interpretation)
(BP.AdventureFramework.Interpretation)

Get the description of the command.

(BP.AdventureFramework.Interpretation)
Declaration
Interpreter

(BP.AdventureFramework.Interpretation)
public string Description { get; }
InterpretationResult

Property Value

(BP.AdventureFramework.Logic)

(BP.AdventureFramework.Logic)
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Indicates whether the current object is equal to another object of the same type.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)
public bool Equals(CommandBuilder other)

+ **BP.AdventureFramework.**

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type	Description
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Com rossoft.com/dotne t/api/system.bool ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). + BP.AdventureFramework. ear Conversations (BP.AdventureFramework.Con + BP.AdventureFramework. Implements Extensions IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

CommandHelp
(BP.AdventureFramework.Interpret
CustomCommandInterpreter
(BP.AdventureFramework.Interpret
IInterpreter
(BP.AdventureFramework.Interpret
InterpretationResult
(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [CustomCommandInterpreter](#)

(**BP.AdventureFramework.Com**
Implements

+ **BP.AdventureFramework.**

↳ [IInterpreter](https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter) (<https://learn.microsoft.com/dotnet/api/system.interpretation.iiinterpreter.html>)

Conversations

Inherited Members

(**BP.AdventureFramework.Con**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Exte**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Inter**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

CommandHelp

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>)

(**BP.AdventureFramework.Interpretation**

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Interpret**

Syntax

Interpreter

(**BP.AdventureFramework.Interpret**

public class CustomCommandInterpreter : IInterpreter

(**BP.AdventureFramework.Interpret**

+ **BP.AdventureFramework.**

Logic

Properties

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

SupportedCommands

(**BP.AdventureFramework.Render**

Get an array of all supported commands.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

public CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

Type

(**BP.AdventureFramework.Render**

CommandHelp (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html>)[]

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Description
CommandHelp (https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html)[]	

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ **BP.AdventureFramework.**

public CommandHelp[] GetContextualCommandHelp(Game game)
Commands

(BP.AdventureFramework.Com-

Parameters

+ **BP.AdventureFramework.**

Type
Conversations

(BP.AdventureFramework.Con-

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Extensions

Type
(BP.AdventureFramework.Exte

Description

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

The contextual help.

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter-

Interpret(string, Game)

CommandHelp

Interpret a string

CustomCommandInterpreter

Declaration

(BP.AdventureFramework.Interpret

IInterpreter

p(BP.AdventureFramework.Interpret

Interpret(string input, Game game)

InterpretationResult

(BP.AdventureFramework.Interpret

Parameters

+ **BP.AdventureFramework.**

Type
Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

(BP.AdventureFramework.Logic)

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Returns

(BP.AdventureFramework.Render

Type

+ **BP.AdventureFramework.**

InterpretationResult

RenderingFrameBuilders

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Description

The result of the interpretation.

+ **BP.AdventureFramework.**

Implements

GameBuilders.

Color

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
 - CommandHelp
(**BP.AdventureFramework.Interpret**)
 - CustomCommandInterpreter
(**BP.AdventureFramework.Interpret**)
 - IInterpreter
(**BP.AdventureFramework.Interpret**)
 - InterpretationResult
(**BP.AdventureFramework.Interpret**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation (BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Commands

Syntax
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

public interface IInterpreter

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Exte

SupportedCommand.

Interpretation

Get an array of all supported commands.

(BP.AdventureFramework.Inter

Declaration

CommandHelp

(BP.AdventureFramework.Interpret

CommandHelp[] SupportedCommands { get; }

(BP.AdventureFramework.Interpret

Interpreter

Property Value

(BP.AdventureFramework.Interpret

Type	Description
InterpretationResult	(BP.AdventureFramework.InterpretationResult)(BP.AdventureFramework.Interpretation.CommandHelp.html[])

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

+ BP.AdventureFramework.

Rendering

GetContextualCommandHelp(Game)

GetContextualCommandHelp a game, based on its current state.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com Interpret(string, Game)

+ BP.AdventureFramework. Interpret a string.

Conversations

Declaration (BP.AdventureFramework.Con

+ BP.AdventureFramework.

InterpretationResult Interpret(string input, Game game)

Extensions

(BP.AdventureFramework.Exte Parameters

- BP.AdventureFramework.

Type	Name	Description
Interpretation string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

(BP.AdventureFramework.Interpret

ReturnCustomCommandInterpreter

Type	Description
CustomCommandInterpreter	The result of the interpretation.

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

↳ InterpretationResult

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(**BP.AdventureFramework.Com**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Extensions

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Exte**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- **BP.AdventureFramework.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpretation

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation

(**BP.AdventureFramework.Inter**

Assembly: BPAdventureFramework.dll

Syntax: `(BP.AdventureFramework.Interpret`

 CustomCommandInterpreter

```
public class InterpretationResult  
    IInterpreter
```

 (BP.AdventureFramework.Interpret

 InterpretationResult

Constructors

+ **BP.AdventureFramework.**

InterpretationResult(bool, ICommand)

(**BP.AdventureFramework.Logi**

Initializes a new instance of the InterpretationResult class.

+ **BP.AdventureFramework.**

Declaration:

Rendering

(**BP.AdventureFramework.Ren**

```
public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Ren**

Type

+ **BP.AdventureFramework.**

bool

Rendering.FrameBuilders

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Name

Description

wasInterpretedSuccessfully

If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Properties

Commands

(BP.AdventureFramework.Com

Command

+ BP.AdventureFramework.

Get the command.

Conversations

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

```
public TCommand Command { get; }
```

Extensions

(BP.AdventureFramework.Exte

Property Value

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

ICommand (BP.AdventureFramework.Commands.ICommand.html)

CommandHelp

(BP.AdventureFramework.Interpret

Fail

(BP.AdventureFramework.Interpret

Get a result for failure.

(BP.AdventureFramework.Interpret

Declaration

InterpretationResult

(BP.AdventureFramework.Interpret

```
public static InterpretationResult Fail { get; }
```

+ BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

WasInterpretedSuccessfully

(BP.AdventureFramework.Rend

Get if interpreted successfully.

(BP.AdventureFramework.Rend

Rendering.FrameBuilders

```
public bool WasInterpretedSuccessfully { get; }
```

Color

(BP.AdventureFramework.Rend

Property Value

+ BP.AdventureFramework.

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Com
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Con
- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte
- **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
 - CommandHelp
 (BP.AdventureFramework.Interpret
 - CustomCommandInterpreter
 (BP.AdventureFramework.Interpret
 - IInterpreter
 (BP.AdventureFramework.Interpret
 - InterpretationResult
 (BP.AdventureFramework.Interpret
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

Game (BP.AdventureFramework.Logic.Game.html)

Represents the structure of the game

(BP.AdventureFramework.Exte

Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Logic.GameCreationCallback.html)

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

OverworldCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Extensions**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Interpretation**)
- **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logic**)
 - EndCheck
(**BP.AdventureFramework.Logic.EndCheck**)
 - EndCheckResult
(**BP.AdventureFramework.Logic.EndCheckResult**)
 - ExitMode
(**BP.AdventureFramework.Logic.ExitMode**)
 - Game
(**BP.AdventureFramework.Logic.Game**)
 - GameCreationCallback
(**BP.AdventureFramework.Logic.GameCreationCallback**)
 - GameState
(**BP.AdventureFramework.Logic.GameState**)
 - OverworldCreationCallback
(**BP.AdventureFramework.Logic.OverworldCreationCallback**)
 - PlayerCreationCallback
(**BP.AdventureFramework.Logic.PlayerCreationCallback**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Rendering**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Rendering.FrameBuilders**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

Logic

Returns

(**BP.AdventureFramework.Logic**)

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode.html)	
Game	
(BP.AdventureFramework.Logic.Game.html)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback.html)	
GameState	
(BP.AdventureFramework.Logic.GameState.html)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)	

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the end.

Declaration

+ BP.AdventureFramework.

```
public string Description { get; }
```

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Exten

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

Description

+ BP.AdventureFramework.

Interpretation

HasEnded

(BP.AdventureFramework.Inter

Get if the game has come to an end.

(BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic

```
public bool HasEnded { get; }
```

(BP.AdventureFramework.Logic.End

Property Value

(BP.AdventureFramework.Logic.End

Type

ExitMode

(BP.AdventureFramework.Logic.Exi

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

Description

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

NotEnded

(BP.AdventureFramework.Logic.Na

GameState

Get a default result for not ended.

(BP.AdventureFramework.Logic.Na

Declaration

(BP.AdventureFramework.Logic.Ov

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

```
public static EndCheckResult NotEnded { get; }
```

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Title

+ BP.AdventureFramework.

Get a title to describe the end.

(BP.AdventureFramework.Render

Rendering.FrameBuilders.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	
+ BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logic)	
EndCheck	
(BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders.	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(**BP.AdventureFramework.Extensions**)
public enum ExitMode

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

Fields

BP.AdventureFramework.

Name	Description
ExitApplication	Exit the application.
EndCheck	Return to the title screen.

(**BP.AdventureFramework.Logic.EndCheck**)

(BP.AdventureFramework.Logic.EndCheckResult)

(BP.AdventureFramework.Logic.ExitMode)

(BP.AdventureFramework.Logic.ExitMode)

(BP.AdventureFramework.Logic.Game)

(BP.AdventureFramework.Logic.Game)

(BP.AdventureFramework.Logic.GameCreationCallback)

(BP.AdventureFramework.Logic.Game)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.Game)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Class Game

Represents the structure of the game

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversations

↳ Game

(**BP.AdventureFramework.Conversations**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Extensions

(**BP.AdventureFramework.Extensions**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Interpreters**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Logic

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Logic**)

Syntax

```
EndCheck
(BP.AdventureFramework.Logic.EndCheck)
public sealed class Game
{
    EndCheckResult
        (BP.AdventureFramework.Logic.EndCheckResult)
    ExitMode
        (BP.AdventureFramework.Logic.ExitMode)
}
```

Fields

Game
(BP.AdventureFramework.Logic.Game)

GameCreationCallback
(BP.AdventureFramework.Logic.GameCreationCallback)

GameState
(BP.AdventureFramework.Logic.GameState)

DefaultErrorPrefix
Get the default error prefix
(BP.AdventureFramework.Logic.DefaultErrorPrefix)

OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)

Declaration
(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

```
public const string DefaultErrorPrefix = "Oops"
```

+ **BP.AdventureFramework.**

Rendering

Type
(BP.AdventureFramework.Rendering)

Description

+ **BP.AdventureFramework.**

Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

Properties
Rendering.FrameBuilders.

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type
(BP.AdventureFramework.Conversations)

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Author

+ BP.AdventureFramework.

Get or set the name of the author.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

- BP.AdventureFramework.

```
public string Author { get; set; }
```

Logic

(BP.AdventureFramework.Logic)

Property Value

EndCheck

Type
(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

DefaultInterpreter

Game

(BP.AdventureFramework.Logic.Game)

Get the default interpreter.

GameCreationCallback

Declaration
(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

```
public static IInterpreter DefaultInterpreter { get; }
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Property Value

PlayerCreationCallback

Type
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

Rendering

(BP.AdventureFramework.Rendering)

DefaultSize

Rendering.FrameBuilders

Get the default size.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

+ BP.AdventureFramework.

Conversations

BP.AdventureFramework.Conversations

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

DisplayCommandListInSceneFrames

Get (BP.AdventureFramework.Logic.DisplayCommandListInSceneFrames)

ExitMode

Declaration

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Property Value

GameState

Type

(BP.AdventureFramework.Logic.GameState)

Description

OverworldCreationCallback

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

+ BP.AdventureFramework.

Rendering

Get (BP.AdventureFramework.Rendering.DisplaySize)

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

public Size DisplaySize { get; }

(BP.AdventureFramework.Rendering.DisplaySize)

Property Value

+ BP.AdventureFramework.

RenderingFrameBuilders

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Get or set the error prefix.

+ **BP.AdventureFramework.**

Declaration

Conversations

(BP.AdventureFramework.Con

```
    public string ErrorPrefix { get; set; }
```

+ **BP.AdventureFramework.**

Extensions

Property Value

(BP.AdventureFramework.Exte

Type

+ **BP.AdventureFramework.**

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

FrameBuilders

Logic

Get or set the collection of frame builders used to render this game.

Declaration

(BP.AdventureFramework.Logic

EndCheckResult

```
    public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic

ExitMode

Property Value

(BP.AdventureFramework.Logic.Ex

Type

Game

(BP.AdventureFramework.Logic.Ga

FrameBuilderCollection

GameCreationCallback

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Declaration

+ **BP.AdventureFramework.**

Rendering

string Introduction { get; }

(BP.AdventureFramework.Render

Property Value

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
    string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

+ BP.AdventureFramework.

Property Value

Conversations

Type **(BP.AdventureFramework.Conversations)**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)
Name

+ BP.AdventureFramework.

Get the name.

Interpretation

Declaration **(BP.AdventureFramework.Interpretation)**

- **BP.AdventureFramework.**
public string Name { get; }

Logic

(BP.AdventureFramework.Logic)
Property Value

EndCheck

Type **(BP.AdventureFramework.Logic.EndCheck)**

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)
Overworld

Game

(BP.AdventureFramework.Logic.Game)
Get the overworld.

GameCreationCallback

Declaration **(BP.AdventureFramework.Logic.GameCreationCallback)**

GameState

(BP.AdventureFramework.Logic.GameState)
public OverworldId OverworldId { get; }

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback

Property Value
(BP.AdventureFramework.Logic.PlayerCreationCallback)

Type

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

Rendering

(BP.AdventureFramework.Rendering)
PlayerAdventureFramework.

Rendering.FrameBuilders

Get the player.

(BP.AdventureFramework.Rendering.FrameBuilders)
Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

+ BP.AdventureFramework.

Conversations

SceneMapKeyTypeFramework.Con

Get or set the key type on the scene map.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

- BP.AdventureFramework.

Logic

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Exi

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.Ga

Create a new callback for generating instances of a game.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Declaration

GameState

(BP.AdventureFramework.Logic.Ga

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

string

(https://learn.microsoft.com/dotnet/api/system.string)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

string

(https://learn.microsoft.com/dotnet/api/system.string)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Name

Description

name

The name of the game.

introduction

An introduction to the game.

description

A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	<i>gameOverCondition</i>	The callback used to check game over.

(BP.AdventureFramework.Extensions)

Returns

Type	Description
Interpretation	
GameCreationCallback (BP.AdventureFramework.Interpretation)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter) result

(BP.AdventureFramework.Logic.EndCheck)

Create a new callback for generating instances of a game.

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Declaration

Game

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BPAdventureFramework. CompletionCheck (BP.AdventureFramework.Logic.CompletionCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BPAdventureFramework. EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
S (BPAdventureFramework.ExitSize.html)	<i>displaySize</i>	The display size.
+ BPAdventureFramework. FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- BPAdventureFramework. Logic (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
String (BPAdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.string) EndCheck	<i>errorPrefix</i>	A prefix to use when displaying errors.
IInterpreter (BPAdventureFramework.Logic.EndCheckResult.html)(BPAdventureFramework.Logic.EndCheckResult.html)	<i>interpreter</i>	The interpreter.

Type	Description
Game (BP.AdventureFramework.Logic.Game)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCa llback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameState (BP.AdventureFramework.Logic.GameState)	

DisplayAbout()

(BP.AdventureFramework.Logic.PlayerCreationCallback)
Display the about frame.

± BP AdventureFramework

Adventure Framework

Declaration

Rendering

Rendering

```
(BP.AdventureFramework.Renderer)
```

• PR Adventure Framework

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BPAdventureFramework.Render)

DisplayHelp()

+ **BP.AdventureFramework.**
Display the help frame

Rendering.FrameBuilders.

Planning Panel Charter

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Conversations

Declaration

```
(BP.AdventureFramework.Con
```

+ BP.AdventureFramework.

Extensions

```
(BP.AdventureFramework.Exte
```

DisplayTransition(string, string)

Display a transition frame.

```
(BP.AdventureFramework.Inter
```

Declaration

- BP.AdventureFramework.

```
Logic void DisplayTransition(string title, string message)
```

```
(BP.AdventureFramework.Logi
```

Parameters

Type	Description	Name	Description
EndCheckResult			
string (https://learn.microsoft.com/dotnet/api/system.string)		title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)		message	The message.

Game

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGameCreationCallback()

```
(BP.AdventureFramework.Logic.Ga
```

ExecuteGame.

```
(BP.AdventureFramework.Logic.Ga
```

Declaration

OverworldCreationCallback

```
(BP.AdventureFramework.Logic.Ov
```

```
public static void Execute(GameCreationCallback creator)
```

```
(BP.AdventureFramework.Logic.Pla
```

Parameters

Type	Description	Name	Description
GameCreationCallback			
(BP.AdventureFramework.Logic.GameCreationCallback.html)		creator	The creator to use to create the game.

Rendering.FrameBuilders

```
(BP.AdventureFramework.Render
```

FindInteractionTarget(string)

+ BP.AdventureFramework.

```
Rendering.FrameBuilders.
```

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

+ BP.AdventureFramework.		Name	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations.html)		name	The targets name.

Returns

+ BP.AdventureFramework.

Type	Description
IInteractWithItem (BP.AdventureFramework.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

GetAllPlayerVisibleExaminables()

Logic

Get all Examinable that are currently visible to the player.

(BP.AdventureFramework.Logic.html)

Declaration

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheck.html)

ExitMode

Returns

(BP.AdventureFramework.Logic.Examinable.html)

Type	Description
Game (BP.AdventureFramework.Logic.Game.html)	An array of all examinables that are currently visible to the player.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

 public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.ADVANTUREFRAMEWORK.dll

Syntax

(BP.AdventureFramework.Con

public enum GameState

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

BP.AdventureFramework.

Fields

Interpretation

Name	Description
- Active	Active.
- Finished	Finished.
- NotStarted	Not started.
- EndCheck	

(BP.AdventureFramework.Logic.EndCheck

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult

ExitMode

(BP.AdventureFramework.Logic.ExitMode

Game

(BP.AdventureFramework.Logic.Game

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback

GameState

(BP.AdventureFramework.Logic.GameState

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Inter

Type	Name	Description
- BP.AdventureFramework.	pC	The playable character that will appear in the Overworld.

PlayableCharacter
(BP.AdventureFramework.Assets.Characters.PlayableChara

(BP.AdventureFramework.Logi

cter.html)

EndCheck

(BP.AdventureFramework.Logic.En

Returns

EndCheckResult

Type

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Assets.Locations.Overworld.html)

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

(BP.AdventureFramework.Exte

public delegate PlayableCharacter PlayerCreationCallback()

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

Logic

Description

A generated Player.

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

Commands

(BP.AdventureFramework.Com)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

+ BP.AdventureFramework.

Enumeration of key types.

Conversations

(BP.AdventureFramework.Con)

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Enumeration of region map modes.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

KeyType

(BP.AdventureFramework.Renderin)

RegionMapMode

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Renderi)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderi)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html)

(**BP.AdventureFramework**.**KeyType**)

Assembly: BP.AdventureFramework.dll

System.Object

Commands

(**BP.AdventureFramework**.**Command**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework**.**Conversation**)

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	
Dynamic	Dynamic key, only show relevant key items.
None	No key.

(**BP.AdventureFramework**.**KeyType**)

Dynamic Dynamic key, only show relevant key items.

None No key.

(**BP.AdventureFramework**.**KeyType**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**Logic**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**Rendering**)

KeyType

(**BP.AdventureFramework**.**Rendering**)

RegionMapMode

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**Rendering**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**Rendering**)

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html)

(**BP.AdventureFramework**.**RegionMapMode**)

Assembly: BP.AdventureFramework.dll

Symbol: BP.AdventureFramework.RegionMapMode

Commands

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework**.**RegionMapMode**)

Fields

+ **BP.AdventureFramework.**

Name	Description
Extensions	(BP.AdventureFramework . RegionMapMode)
Detailed	Shows rooms at a detailed level.
Dynamic	Dynamic region map - uses detailed if there is room, else map will be undetailed.
Interpretation	Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework**.**RegionMapMode**)

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.**RegionMapMode**)

KeyType

(**BP.AdventureFramework**.**RegionMapMode**)

RegionMapMode

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework**.**RegionMapMode**)

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework**.**RegionMapMode**)

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

Extensions

([BP.AdventureFramework.Exten](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Interpretation

I) ([BP.AdventureFramework.Inter](#)

Represents any object that can build region map frames.

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

([BP.AdventureFramework.Logi](#)

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

([BP.AdventureFramework.Render](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Rendering.FrameBuilders

Represents any object that can build scene frames.

([BP.AdventureFramework.Render](#)

ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

FrameBuilderCollections

Represents any object that can build title frames.

([BP.AdventureFramework.Renderir](#)

GridStringBuilder

([BP.AdventureFramework.Renderir](#)

ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

Represents any object that can build transition frames.

([BP.AdventureFramework.Renderir](#)

IConversationFrameBuilder

([BP.AdventureFramework.Renderir](#)

IGameOverFrameBuilder

([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

ISceneFrameBuilder

([BP.AdventureFramework.Renderir](#)

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html) (BP.AdventureFramework.External)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
IRegionMapFrameBuilder + BPAdventureFramework Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder + BPAdventureFramework Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder + BPAdventureFramework Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder - BPAdventureFramework RenderingFrameBuilders IAboutFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection) (BP.AdventureFramework.Renderer) ITransitionFrameBuilder FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Renderer) .ITransitionFrameBuilder.html) GridStringBuilder IConversationFrameBuilder (BPAdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders (BPAdventureFramework.Renderer) .IConversationFrameBuilder.html) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IHelpFrameBuilder (BP.AdventureFramework.Renderer)	<i>regionMapFrameBuilder</i> <i>helpFrameBuilder</i> <i>completionFrameBuilder</i> <i>gameOverFrameBuilder</i> <i>aboutFrameBuilder</i> <i>transitionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building region map frames. The builder to use for building help frames. The builder to use for building completion frames. The builder to use for building game over frames. The builder to use for building about frames. The builder to use for building transition frames. The builder to use for building conversation frames.

Properties

AboutFrameBuilder

(BP.AdventureFramework.Renderer)

Get the builder to use for about frames.

(BP.AdventureFramework.Renderer)

Declaration

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

public IAboutFrameBuilder AboutFrameBuilder { get; }

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

(BP.AdventureFramework.Extensions)
Get the builder to use for completion frames.

Declaration

```
public IAboutFrameBuilder CompletionFrameBuilder { get; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type
BP.AdventureFramework.Logic

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(BP.AdventureFramework.Renderer)

ConversationFrameBuilder

Rendering.FrameBuilders

Get the builder to use for conversation frames.

Declaration

(BP.AdventureFramework.Renderer)

FrameBuilderCollection

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

GridStringBuilder

Property Value

(BP.AdventureFramework.Renderer)

Type
IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

GameOverFrameBuilder

(BP.AdventureFramework.Renderer)

HelpFrameBuilder

(BP.AdventureFramework.Renderer)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

Property Value

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

(BP.AdventureFramework.Extensions.IHelpFrameBuilder)

Get the builder to use for help frames.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic.IHelpFrameBuilder)

Description

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

Rendering

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

RegionMapFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for region map frames.

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Property Value

RegionMapFrameBuilder

Type (BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

Description

IAboutFrameBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)

SceneFrameBuilder

IGameOverFrameBuilder

Get the builder to use for scene frames.

IHelpFrameBuilder

Declaration

(BP.AdventureFramework.Rendering.SceneFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.SceneFrameBuilder)

IRegionMapFrameBuilder

Property Value

IRoomMapBuilder

(BP.AdventureFramework.Rendering.SceneFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.SceneFrameBuilder)

ITitleFrameBuilder

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

(BP.AdventureFramework.Extensions)

Get the builder to use for title frames.

Declaration

Interpretation

(BP.AdventureFramework.Interfaces.ITitleFrameBuilder { get; })

+ BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logic)

Description

+ ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Rendering

(BP.AdventureFramework.Renderer)

TransitionFrameBuilder

- BP.AdventureFramework.

Rendering FrameBuilders

Get the builder to use for transition frames.

(BP.AdventureFramework.Renderer)

Declaration

FrameBuilderCollection

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

Property Value

Type (BP.AdventureFramework.Renderer)

Description

IAboutFrameBuilder

ITransitionFrameBuilder
(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

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Interpretation
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- + **BP.AdventureFramework.**
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- + **BP.AdventureFramework.**
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 - IRRegionMapFrameBuilder
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 - IRoomMapBuilder
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 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Class GridStringBuilder

Provides a class for building strings as part of a grid.

 Filter by title

Inheritance

Type	Name	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Renderer) chatRoomMapBuilder (BP.AdventureFramework.Renderer) m.chatSceneFrameBuilder (BP.AdventureFramework.Renderer) ITitleFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Exten	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Interpretation

Properties

BP.AdventureFramework.Inter

+ BP.AdventureFramework.

DisplaySize

(BP.AdventureFramework.Logi

Get the display size.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

```
public Size DisplaySize { get; }
```

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Type

FrameBuilderCollection
Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)

Description

FrameBuilderCollections

(BP.AdventureFramework.Render

HorizontalDividerCharacter

(BP.AdventureFramework.Render

Get or set the character used for horizontal dividers.

(BP.AdventureFramework.Render

Declaration

ICompletionFrameBuilder

(BP.AdventureFramework.Render

```
public char HorizontalDividerCharacter { get; set; }
```

IConversationFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type

HelpFrameBuilder

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IRegionMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

Get or set the character used for left boundary.

(BP.AdventureFramework.Render

Declaration

ISectionFrameBuilder

(BP.AdventureFramework.Render

ITitleFrameBuilder

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)		

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)		

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)		

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

LineTerminator

Interpretation

Get or Set the line terminator.

(BP.AdventureFramework.Inter

Declaration

BP.AdventureFramework.

Logic

```
public string LineTerminator { get; set; }
```

+ BP.AdventureFramework.

Property Value

Rendering

Type (BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

RightBoundaryCharacter

FrameBuilderCollection

(BP.AdventureFramework.Renderir

Get or Set the character used for right boundary.

FrameBuilderCollections

Declaration

(BP.AdventureFramework.Renderir

GridStringBuilder

```
public char RightBoundaryCharacter { get; set; }
```

IAboutFrameBuilder

(BP.AdventureFramework.Renderir

Property Value

ICompletionFrameBuilder

Type (BP.AdventureFramework.Renderir

IConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

Methods

(BP.AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

DrawBoundary(AnsiColor)

RegionMapBuilder

Draw the boundary.

IRoomMapBuilder

Declaration

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor <small>(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (BP.AdventureFramework.Extensions)</small>		color	The color to draw the boundary.

+ BP.AdventureFramework.

Interpretation

DrawCentralisedWrapped(String, int, int, AnsiColor, out int, out int)

+ BP.AdventureFramework.

Draw a wrapped string.

Logic

Declaration
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

IsisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)

Rendering

(BP.AdventureFramework.Renderer)

- BP.AdventureFramework.

Rendering.FrameBuilders

Type		Name	Description
String <small>(https://learn.microsoft.com/dotnet/api/system.string)</small>		value	The string.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		startY	The start y position.
FrameBuilderCollection int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		maxWidth	The max width of the string.
StringBuilder AnsiColor <small>(BP.AdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) (AboutFrameBuilder)</small>		color	The color to draw the text.
CompletionFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endX	The end x position.
ConversationFrameBuilder int <small>(https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)</small>		endY	The end y position.

DrawHorizontalDivider(int, AnsiColor)

Declaration
(BP.AdventureFramework.Renderer)

IRegionMapBuilder

Declaration
(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

IRoomMapBuilder

Declaration
(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

Declaration
(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

EXTENSIONS

(BP.AdventureFramework.Exte

DrawUnderline(int, int, int, AnsiColor)

+ BP.AdventureFramework.

Declaration

+ BP.AdventureFramework.

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x The position of the underline, in x.

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

(BP.AdventureFramework.Render

AnsIColor

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

l)
GridStringBuilder

length

The length of the underline.

color

The color of the underline.

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

ICompletionFrameBuilder

DrawWrapped(string

(BP.AdventureFramework.Render

IConversationFrameBuilder

Declaration

(BP.AdventureFramework.Render

IGameOverFrameBuilder

public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo

rColor, out int endX, out int endY)

IHelpFrameBuilder

(BP.AdventureFramework.Render

ParRegions

RegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string.

IRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startX

The start x position.

ISceneFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY

The start y position.

(BP.AdventureFramework.Render

ITitleFrameBuilder


```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
(BP.AdventureFramework.Interpreter)	The character.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

GetNumberOfLines(string, int, int, int)

+ BP.AdventureFramework.

Gets the number of lines a string will take up.

Rendering

(BP.AdventureFramework.Rendering)

Declaration

- BP.AdventureFramework.

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilders)

Parameters

FrameBuilderCollection

Type	Name	Description
FrameBuilderCollection		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

Returns

IConversationFrameBuilder

Type	Description
IGameOverFrameBuilder	The number of lines the string will take up.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Resize(Size)

(BP.AdventureFramework.Rendering.FrameBuilders)

Resizes this builder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public void Resize(Size displaySize)
```

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ITitleFrameBuilder

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

(BP.AdventureFramework.Extensions.SetCell)

Set a cell.

Defined in [BP.AdventureFramework](#).

Interpretation

(BP.AdventureFramework.Interpreter) (int x, int y, char character, AnsiColor color)

+ BP.AdventureFramework.

Parameters

Logic

Type	Name	Description
BP.AdventureFramework.Logic		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.
RenderingFrameBuilders	character	The character.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color of the character.

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

GridStringBuilder

(BP.AdventureFramework.Renderer)

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.LogicBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, Game, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer

IFrameBuilderCollection title, Game game, int width, int height)

(BP.AdventureFramework.Renderer

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

game

The game.

(BP.AdventureFramework.Renderer

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(BP.AdventureFramework.Renderer

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Renderer

Type HelpFrameBuilder

Description

(BP.AdventureFramework.Renderer

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRoomMapBuilder

(BP.AdventureFramework.Renderer

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderer

ISceneFrameBuilder

(BP.AdventureFramework.Renderer

ITitleFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter.IFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string message, string reason, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	message	The message to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Rendering.IFrameBuilderCollection)		

IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IRRegionMapBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IRRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

ITitleFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IConversationFrameBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string converser, CommandHelp[], int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IConversationFrameBuilder)

IFrameBuilderCollection title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.IFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IBuildFrameBuilder	title	The title to display to the user.
IConverser	converser	The converser.
CommandHelp	contextualCommands	The contextual commands to display.
int	width	The width of the frame.
int	height	The height of the frame.

IRoomMapBuilder

Return (BP.AdventureFramework.Rendering.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

EXTENSIONS

(BP.AdventureFramework.Extensions)

- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Interpretation)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logic)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interfaces.IGameBuilder)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.ILogicBuilder)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(string, string, int, int)

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

IFrameBuilderCollection message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	reason	The reason the game ended.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	width	The width of the frame.	
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection)	height	The height of the frame.	

Returns **IGameOverFrameBuilder**

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)		

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.IHelpFrameBuilder)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.IHelpFrameBuilder)

Methods

+ BP.AdventureFramework.

Rendering

BUILD(string, string, CommandHelp[], int, int)

BU(BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

IHelpFrameBuilderCollection title, string description, CommandHelp[] commandHelp, int width,
int height)

i(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer.IHelpFrameBuilderCollection)

Parameters

GridStringBuilder

Type	Name	Description
IHelpFrameBuilder	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
CommandHelp[]	commandHelp	The command help.
int	width	The width of the frame.
int	height	The height of the frame.

Return Value

Type	Description
IRoomMapBuilder	(BP.AdventureFramework.Renderer.IRoomMapBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

ITitleFrameBuilder

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
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 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Methods

+ **BP.AdventureFramework.**

Rendering

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer)

virtual void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, BP.AdventureFramework.Renderer height)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

Parameters

GridStringBuilder

Type: BP.AdventureFramework.Renderer

Name

Description

IAboutFrameBuilder
GridStringBuilder
(BP.AdventureFramework.Renderer)
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder
rs.GridStringBuilder.html)
(BP.AdventureFramework.Renderer)

gridStringBuilder

The string builder to use.

RegionConversationFrameBuilder
(BP.AdventureFramework.Renderer)

region

The region.

int IHHelpFrameBuilder
(https://learn.microsoft.com/dotnet/api/system.int32)
(BP.AdventureFramework.Renderer)
2) IRegionMapBuilder

x

The x position to start building at.

int IRegionMapFrameBuilder
(https://learn.microsoft.com/dotnet/api/system.int32)
(BP.AdventureFramework.Renderer)

y

The y position to start building at.

IRoomMapBuilder
int (BP.AdventureFramework.Renderer)
(https://learn.microsoft.com/dotnet/api/system.int32)
ISceneFrameBuilder
2) (BP.AdventureFramework.Renderer)

maxWidth

The maximum horizontal space available in which to build the map.

ITitleFrameBuilder
2) (BP.AdventureFramework.Renderer)

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

EXTENSIONS

(BP.AdventureFramework.Extensions)

- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Interpretation)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logic)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)
 - ITitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interfaces.IRegionMapFrameBuilder**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic.IRegionMapFrameBuilder**)

Methods

+ **BP.AdventureFramework.**

Rendering

BUILD A Region, int, int) **RegionFrameBuilder**

BUILD A AdventureFramework.

Rendering.FrameBuilders

Declaration

(**BP.AdventureFramework.Rendering.IRegionMapFrameBuilder**)

IFrameBuilder<Region> **Region**, int **width**, int **height**)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

region

The region.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

width

The width of the frame.

IAboutFrameBuilder

height

The height of the frame.

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ICompletionFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IConversationFrameBuilder

Return (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Type GameOverFrameBuilder

Description

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

ITitleFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

Namespace: BP_(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exe
Assembly: BP_AdventureFramework.dll

Assembly: BF.AventureFramework.dll

+ **AdventureFramework**

Interpretation

(BP)Adventure Framework Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

WIGI.ROG + BP.AdventureFramework.

Rendering

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

- BP.AdventureFramework.

Build a map for FrameBuilders

BPAdventureFramework Report

Declarative Central Framework

```
FrameBuilderCollection  
void RenderFrameWork(RenderBuilder gridStringBuilder, Room room, ViewPoint viewPoint  
FrameBuilderCollection startX, int startY, out int endX, out int endY)
```

(BP.AdventureFramework.Renderer
GridStringBuilder

Type	Description
(BP.AdventureFramework.Renderer.ICompletionFrameBuilder)	
(BP.AdventureFramework.Renderer.GridStringBuilder)	<i>gridStringBuilder</i>
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)	The string builder to use.
(BP.AdventureFramework.Renderer.IConversationFrameBuilder)	
Room (BP.AdventureFramework.Renderer.Assets.Locations.Room.html)	<i>room</i>
IGameOverFrameBuilder	
ViewPoint (BP.AdventureFramework.Renderer.IHelpFrameBuilder)	<i>viewPoint</i>
(BP.AdventureFramework.Renderer.Assets.Locations.ViewPoint.html)	The viewpoint from the room.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>key</i>
IRRegionMapBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>
IRRegionMapFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startY</i>
(BP.AdventureFramework.Renderer.IRoomMapBuilder)	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endX</i>
ISceneFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endY</i>
(BP.AdventureFramework.Renderer.ITitleFrameBuilder)	The end position, x.

▼

EXCEPTIONS

(BP.AdventureFramework.Exce

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
 - FrameBuilderCollection
(BP.AdventureFramework.Renderin
 - FrameBuilderCollections
(BP.AdventureFramework.Renderin
 - GridStringBuilder
(BP.AdventureFramework.Renderin
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderin
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderin
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderin
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderin
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderin
 - IRegionMapBuilder
(BP.AdventureFramework.Renderin
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Renderin
 - IRoomMapBuilder
(BP.AdventureFramework.Renderin
 - ISceneFrameBuilder
(BP.AdventureFramework.Renderin
 - ITitleFrameBuilder

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation) ISceneFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) ISceneFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- **BP.AdventureFramework.**

Build a frame

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders) ISceneFrameBuilder

Declaration

FrameBuilderCollection

IAdventureFramework.Renderer(IViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

GridStringBuilder

Parameters

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

Type AboutFrameBuilder

Name

Description

(BP.AdventureFramework.Renderer) IRoomFrameBuilder

room

Specify the Room.

(BP.AdventureFramework.Renderer) ICompletionFrameBuilder

(BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Renderer) IRegionFrameBuilder

(BP.AdventureFramework.Renderer) IConversationFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IHelpFrameBuilder

(BP.AdventureFramework.Renderer) ICharacterFrameBuilder

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

(BP.AdventureFramework.Renderer) IRegionFrameBuilder

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderer) IRegionFrameBuilder

(BP.AdventureFramework.Renderer) IRoomFrameBuilder

(BP.AdventureFramework.Renderer) IConversationFrameBuilder

(BP.AdventureFramework.Renderer) IGameOverFrameBuilder

(BP.AdventureFramework.Renderer) IHelpFrameBuilder

(BP.AdventureFramework.Renderer) ICharacterFrameBuilder

(BP.AdventureFramework.Renderer) IRegionMapBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

viewPoint

Specify the viewpoint from the room.

player

Specify the player.

message

Any additional message.

contextualCommands

The contextual commands to display.

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

EXTENSIONS

(BP.AdventureFramework.Extensions)

Type	Description
IParser (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Interpreters)	

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.Exte
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.InterpreterBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

IFrameBuilderCollection title, string description, int width, int height)

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir
string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

IGameOverFrameBuilder

Returns

(BP.AdventureFramework.Renderir

Type HelpFrameBuilder

(BP.AdventureFramework.Renderir
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

Description

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

ITitleFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
(BP.AdventureFramework.External)
Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpreter) IFrameBuilder

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic) IFrameBuilder

Methods

+ **BP.AdventureFramework.**

Rendering

Build (string, string, int, int) IFrameBuilder

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

IFrameBuilderCollection title, string message, int width, int height)

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderer) IFrameBuilderCollection

Type GridStringBuilder

Name

Description

Type GridStringBuilder		Name	Description
(BP.AdventureFramework.Renderer) IFrameBuilderCollection	title	The title to display to the user.	
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.	

Returns IGameOverFrameBuilder

Type HelpFrameBuilder

Description

Type HelpFrameBuilder		Description
(BP.AdventureFramework.Renderer) IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)	

IRegionMapBuilder

(BP.AdventureFramework.Renderer) IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer) IRoomMapBuilder

(BP.AdventureFramework.Renderer) ISceneFrameBuilder

(BP.AdventureFramework.Renderer) ITitleFrameBuilder

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Extensions

ColorAboutFrameBuilder

([BP.AdventureFramework.ExternalAPI.html](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Interpretation

Provides a builder of color about frames.

([BP.AdventureFramework.Interpretation.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#)) ([BP.AdventureFramework.Logical.html](#))

Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

Rendering

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#)) ([BP.AdventureFramework.html](#))

Rendering.FrameBuilders

Provides a builder of color conversation frames.

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Provides a builder of color game over frames.

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder of color help frames.

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a color builder for regions.

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

/RD_AdventureFramework_Rendering

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

+ [BP.AdventureFramework.](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder for color scene frames.

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

([BP.AdventureFramework.Logging.html](#))

Provides a builder of color title frames.

+ [BP.AdventureFramework.](#)

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color transition frames.

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

Enums

- [BP.AdventureFramework.](#)

Rendering.FrameBuilders

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Extensions

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Extensions)

Syntax

+ BP.AdventureFramework.

public enum AnsiColor

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

Fields

(BP.AdventureFramework.Logic)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**
 - AnsiColor
(**BP.AdventureFramework.Renderin**
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Renderin**
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Renderin**

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Extensions

↳ ColorAboutFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

↳ IAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iaboutframebuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Logic

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals#system-object-object>)

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

↳ **Rendering.FrameBuild**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

↳ **Rendering.FrameBuild**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor
(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Initial (BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

Declaration (BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)
(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type (BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor AuthorColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BackgroundColor

(BP.AdventureFramework.Logi

Get or set the background color.

+ BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Render

```
public AnsiColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Type

Description

BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.Renderin

Get or set the border color.

ColorAboutFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

```
public AnsiColor BorderColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorOverFrameBuilder

Property Value

(BP.AdventureFramework.Renderin

Type

Description

ColorHelpFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the description color.

(BP.AdventureFramework.Renderin

DescriptionColor

Get or set the description color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions

(BP.AdventureFramework.Exte

NameColor

+ BP.AdventureFramework.

Get **Interpretation** color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

```
public AnsiColor NameColor { get; set; }
```

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

TitleColor

(BP.AdventureFramework.Render

Get **BP.AdventureFramework.**

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Render

```
public AnsiColor Titlecolor { get; set; }
```

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Build(string, Game, int, int)

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

Methods

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD_AdventureFramework_Renderir

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Interpretation

Returns

([BP.AdventureFramework.Interpreter](#))

Type

+ BP.AdventureFramework.

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(BP.AdventureFramework.Logic)

implements

Rendering

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

([BP.AdventureFramework.Renderin](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#))

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorCompletionFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.html**).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Ren**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

Color

(**BP.AdventureFramework.Ren**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder(GridStringBuilder) ([ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder) ([ColorCompletionFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

Parameters

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD_AdventureFramework_Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Color

Description

Color
(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorOverFrameBuilder

Description

Color
(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

Description

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	AnsiColor (BpAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
+ BpAdventureFramework	

Extensions

Methods

Interpretation

```
(BP.AdventureFramework.Intel  
Build(string, string, int, int)  
+ BP.AdventureFramework.
```

Build a frame. Logic.

(BP_AdventureFramework-Login)

+ BPAdventureFramework-

```
public IFrame Build(string message, string reason, int width, int height)
```

Rendering

(B) Parameters

+ BP.AdventureFramework.

Type Renderi

(BP_AdventureFramework.Render) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
(BP_AdventureFramework.Render) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>reason</i>	The reason the game ended.
RenderingFrameBuilders. Color int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
(BP_AdventureFramework.Render) int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

AnsiColor Returns

Type	Description
ColorAboutFrameBuilder (BP.AdventureFramework.Renderer.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorCompletionFrameBuilder	

ColorConversation Implementation

ColorGameOverFrameBuilder
ICompletionFrameBuilder (BP_Adventure)

(BP.AdventureFramework.Renderer.Scripts) - Build

ColorHelpFrameBuilder (RRAdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

/RD AdventureFramework Renderir

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorConversationFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

IConversationFrameBuilder

(**BP.AdventureFramework.IConver**

(**BP.AdventureFramework.IInter**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Rendering () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.GridStringBuilder.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

(**BP.AdventureFramework.Renderin**

Assembly: BP.AdventureFramework.dll

BP.AdventureFramework.

Syntax

Rendering.FrameBuilders.

Color public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

(**BP.AdventureFramework.Renderin**

AnsiColor

Constructors

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Renderin

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

/RD AdventureFramework.Renderin

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

+ BP.AdventureFramework. Properties

Extensions

(BP.AdventureFramework.Exte

BackgroundColor

+ BP.AdventureFramework.

Get or set the background color.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

public AnsiColor BackgroundColor { get; set; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Type

Description

(BP.AdventureFramework.Rep

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

BorderColor

BP.AdventureFramework.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rep

public AnsiColor BorderColor { get; set; }

AnsiColor

(BP.AdventureFramework.Render

Property Value

ColorAboutFrameBuilder

Type

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

public AnsiColor InputColor { get; set; }

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

InputColor

Declaration

ColorRegionMapBuilder

Property Value

/RD_AdventureFramework_Render

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get or set the player message color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

PlayerMessageColor

Rendering

Get (BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

FrameBuilders

```
public AnsiColor PlayerMessageColor { get; set; }
```

- BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type	Description
AnsiColor	

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get Color the response color

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type	Description
ColorRegionMapBuilder	

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

/RD AdventureFramework Render

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Extensions.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Methods

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Build(string, IConverser, CommandHelp[], int, int)

+ BP.AdventureFramework.

Build a frame.

Rendering

Declaration

(BP.AdventureFramework.Rendering.IFrameBuilder)

+ BP.AdventureFramework.

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width)
```

(BP.AdventureFramework.Rendering.IFrameBuilder)

Parameters

+ BP.AdventureFramework.

Type

Color

string

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.string)

Name

title

Description

The title to display to the user.

Type

IConverser

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.characters.iconverser)

converser

Description

The converser.

Type

CommandCompletionFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.commandhelp)

contextualCommands

The contextual commands to display.

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

Type

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

Returns

+ BP.AdventureFramework.

Type

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IFrameBuilder)

(https://learn.microsoft.com/dotnet/api/system.int32)

Description

/RD_AdventureFramework_Rendering

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Extensions.IConversationFrameBuilder)
- + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation.IConversationFrameBuilder)
- + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logic.IConversationFrameBuilder)
- + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
- + **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
- **BP.AdventureFramework.Rendering.FrameBuilders.Color**
(BP.AdventureFramework.Rendering.FrameBuilders.Color.IConversationFrameBuilder)
 - AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.IConversationFrameBuilder)
 - ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder.IConversationFrameBuilder)
 - ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder.IConversationFrameBuilder)
 - ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder.IConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder.IConversationFrameBuilder)
 - ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder.IConversationFrameBuilder)
 - ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder.IConversationFrameBuilder)
 - ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder.IConversationFrameBuilder)
 - ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder.IConversationFrameBuilder)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorGameOverFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

Color

(**BP.AdventureFramework.Ren**

Constructors

(BP.AdventureFramework.Renderir

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorConversationFrameBuilder

Declaration

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Type

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

/BP.AdventureFramework.Renderir

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Description

Type

- BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

(BP.AdventureFramework.Render

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

Description

Type

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorHelpFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering**) ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder (GridStringBuilder) ([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder) ([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

/RD_AdventureFramework_Renderin

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type
Interpretation

Description

(BP.AdventureFramework.Inter

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ **BP.AdventureFramework.**

Rendering

Declaration
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

- Type
BP.AdventureFramework.

Description

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

(BP.AdventureFramework.Render

CommandColor

(BP.AdventureFramework.Renderir

Get or set the command color.

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

```
public AnsiColor CommandColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

Property Value
OverFrameBuilder

(BP.AdventureFramework.Renderir

Type
ColorHelpFrameBuilder

Description

AnsiColor ([BP.AdventureFramework.Renderir](#))

ColorRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

CommandDescriptionColor
(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

Get or set the description color.

(BP.AdventureFramework.Renderir


```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ BP.AdventureFramework.Extensions.		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ BP.AdventureFramework.CommandHelp.		
CommandHelp	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework.IInterpretation.		
IInterpretation (https://learn.microsoft.com/dotnet/api/system.commandhelp.html)		
+ BP.AdventureFramework.ILogics.		
ILogics (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework.		
ILogics (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
+ BP.AdventureFramework.		

+ **BP.AdventureFramework.**

Returns

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Implementations

BP.AdventureFramework.

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.Color)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.Color)

(BP.AdventureFramework.Rendering.Color)

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ Extensions

 ↳ ColorRegionMapBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html>)

Interpretation

Inherited Members

(BP.AdventureFramework.Inter

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Logi

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (<https://learn.microsoft.com/bp/html>).AdventureFramework (<https://learn.microsoft.com/bp/adventureframework.html>).Rendering

(<https://learn.microsoft.com/bp/adventureframework/rendering.html>).FrameBuilders (<https://learn.microsoft.com/bp/adventureframework/rendering/framebuilders.html>).Color

(<https://learn.microsoft.com/bp/adventureframework/rendering/framebuilders.color.html>)

Assembly: BPAdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class ColorRegionMapBuilder : IRegionMapBuilder

Color

(BP.AdventureFramework.Render

 AnsiColor

(BP.AdventureFramework.Render

 ColorAboutFrameBuilder

(BP.AdventureFramework.Render

 ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

 ColorConversationFrameBuilder

Get or set the character frame for the current floor.

(BP.AdventureFramework.Render

 Declaration

 ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

 public char CurrentFloorIndicator { get; set; }

(BP.AdventureFramework.Render

 ColorRegionMapBuilder

(BP.AdventureFramework.Render

 PropertyValue

Type ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

 char (<https://learn.microsoft.com/dotnet/api/system.char>)

 ColorRoomMapBuilder

(BP.AdventureFramework.Render

 /RD AdventureFramework.Render

Type	Description
ColorRegionMapFrameBuilder	

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

HorizontalBoundary

+ BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

- BP.AdventureFramework.

Rendering.FrameBuilders.

LockedExit

Color

Declaration

(BP.AdventureFramework.Render

Get or set the color representing a locked exit.

Ansicolor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Renderin

Type

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

LockedExitColor

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework.Renderin

Description

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

↳ BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Get or set the character to use for lower levels.

Interpretation

Declaration (BP.AdventureFramework.Inter

+ BP.AdventureFramework { get; set; }

Logic

Property Value (BP.AdventureFramework.Logi

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	(BP.AdventureFramework.Render

+ BP.AdventureFramework.

↳ LowerLevelColorBuilders

(BP.AdventureFramework.Render

Get or set the lower level color.

- BP.AdventureFramework.

Declaration (BP.AdventureFramework.Render

FrameBuilders.

Color

```
public AnsiColor LowerLevelColor { get; set; }
```

Property Value (BP.AdventureFramework.Render

Type	Description
AnsiColor (BP.AdventureFramework.Render	

AboutFrameBuilder

AnsiColor (BP.AdventureFramework.Render	
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Player (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Property Value (BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the player color.

+ **BP.AdventureFramework.**

Declaration

(**BP.AdventureFramework.Exte**

```
public AnsiColor PlayerColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(**BP.AdventureFramework.Inter**

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

ShowLowerFloors

Rendering

Get or set whether lower floors should be shown.

(**BP.AdventureFramework.Render**

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public bool ShowLowerFloors { get; set; }
```

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(**BP.AdventureFramework.Render**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

AnsiColor

(**BP.AdventureFramework.Render**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Render**

Get ColorAboutFrameBuilder representing an unlocked exit.

(**BP.AdventureFramework.Render**

Declaration

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

```
public char UnlockedExit { get; set; }
```

(**BP.AdventureFramework.Render**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

Property Value

(**BP.AdventureFramework.Render**

Type ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Render**

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

Description

Description

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VerticalBoundary

+ BP.AdventureFramework.

Get or set the character to use for vertical boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char VerticalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

- BP.AdventureFramework.

Rendering.FrameBuilders.

VisitedBoundaryColor

Color

Declaration

(BP.AdventureFramework.Render

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

Property Value

BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

ColorRoomMapBuilder

(BP.AdventureFramework.Render

/RD_AdventureFramework.Render

Methods

Description

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Parameters

+ BP.AdventureFramework.

Type	Name	Description
Extensions GridStringBuilder (BP.AdventureFramework.GridStringBuilder.html)	<i>gridStringBuilder</i>	The string builder to use.
+ BP.AdventureFramework. FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>region</i>	The region.
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation.html)	<i>x</i>	The x position to start building at.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.html)	<i>y</i>	The y position to start building at.
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering.html)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. Rendering_FrameBuilders (BP.AdventureFramework.Rendering_FrameBuilders.html)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

Implements

AnsiColor
BP.AdventureFramework.Renderer
ColorAboutFrameBuilder
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)
(BP.AdventureFramework.Renderer)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderer)
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderer)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderer)
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderer)
ColorRegionMapBuilder
(BP.AdventureFramework.Renderer)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Renderer)
ColorRoomMapBuilder
(BP.AdventureFramework.Renderer)

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

(**BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor ([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBu

lder regionMapBuilder)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

Parameters

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Properties

Interpretation

(BP.AdventureFramework.Inter

BackgroundColor

+ BP.AdventureFramework.

Get or set the background color.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

BorderColor

(BP.AdventureFramework.Render

Get or set the border color.

AnsiColor

Declaration

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public AnsiColor BorderColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

TitleColor

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

↳ ColorRoomMapBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRoomMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iroommapbuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Logic ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (<https://learn.microsoft.com/bp/html/adventureframework.html>).Rendering

(**BP.AdventureFramework.Rendering.html**).FrameBuilders (<https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.html>).Color

(<https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.html>)

Rendering.FrameBuilders

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

Color

(**BP.AdventureFramework.Render**

AnsiColor

(**BP.AdventureFramework.Render**

ColorAboutFrameBuilder

(**BP.AdventureFramework.Render**

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

ColorDeclarationFrameBuilder

(**BP.AdventureFramework.Render**

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

public AnsiColor BoundaryColor { get; set; }

(**BP.AdventureFramework.Render**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

Property Value

(**BP.AdventureFramework.Render**

Type ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Render**

AnsiColor (<https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.ansicolor.html>)

ColorRoomMapBuilder

(**BP.AdventureFramework.Render**

/RD AdventureFramework.Render

Description

Type	ColorRegionMapFrameBuilder	Description
AnsiColor	(https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.ansicolor.html)	

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

HorizontalBoundary

+ BP.AdventureFramework.

Get or set the character to use for horizontal boundaries.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- BP.AdventureFramework.

Rendering_FrameBuilders.

HorizontalExitBorder

Color

Declaration

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

```
public char HorizontalExitBorder { get; set; }
```

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Property Value

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

ItemOrCharacterColor

ColorRegionMapBuilder

Get or Set the item or character color.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

/RD_AdventureFramework_Renderer

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

ItemOrCharacterColorExtension

+ BP.AdventureFramework.

Get or set the character used for representing there is an item or a character in the room.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ BP.AdventureFramework.

KeyPaddingFrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the padding between the key and the map.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public int KeyPadding { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

(BP.AdventureFramework.Renderer)

Type

colorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

LockedExit

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the locked exit color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Exte

```
public AnsiColor LockedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

UnvisitedExitColor

Rendering

Get or set the unvisited exit color.

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor UnvisitedExitColor { get; set; }
```

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Get ColorComplianceFrameBuilder vertical boundaries.

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public char VerticalBoundary { get; set; }
```

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type ColorRegionMapBuilder

(BP.AdventureFramework.Render

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

/RD AdventureFramework.Render

Description

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Exte

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VisitedExitColor

+ BP.AdventureFramework.

Get or set the visited exit color.

Logic

Declaration

```
(BP.AdventureFramework.Logi
```

+ BP.AdventureFramework.

```
public AnsiColor VisitedExitColor { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

(BP.AdventureFramework.Ren

AnsiColor

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Build a map for a room.

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin) GridStringBuilder gridStringBuilder, Room room, ViewPoint v

iceRegionOverFrameBuilder startx, int startY, out int endX, out int endY)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderin

Type colorRegionMapBuilder

(BP.AdventureFramework.Renderin

GridStringBuilder

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRoomMapBuilder

/RD_AdventureFramework_Renderer

Name

Description

gridStringBuilder

The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
+ BP.AdventureFramework.		
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation)	endY	The end position, x.

(BP.AdventureFramework.Interpretation)

Implements [IAdventureFramework](#).

Logic

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ Extensions

 ↳ ColorSceneFrameBuilder

(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

 ↳ ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Interpretation

Inherited Members

(BP.AdventureFramework.Inter

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

 ↳ Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

 ↳ (BP.AdventureFramework.Logi

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

 ↳ Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

 ↳ (BP.AdventureFramework.Ren

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

+ **BP.AdventureFramework.Rendering.FrameBuilders** ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

 ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BPAdventureFramework.dll

(BP.AdventureFramework.Render

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

Color

(BP.AdventureFramework.Render

Constructors

AnsiColor

 ↳ (BP.AdventureFramework.Renderin

 ColorAboutFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

 ColorCompletionFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

 ColorConversationFrameBuilder

 Declaration

 ↳ (BP.AdventureFramework.Renderin

 ColorGameOverFrameBuilder

 public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder r

oomMapBuilder)

 ColorHelpFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

 ColorRegionMapBuilder

 ↳ (BP.AdventureFramework.Renderin

 ColorRegionMapFrameBuilder

 ↳ (BP.AdventureFramework.Renderin

 ColorRoomMapBuilder

 ↳ (BP.AdventureFramework.Renderin


```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Extensions

DisplayMessagesInIsolation

+ BP.AdventureFramework. Get or set messages that should be displayed in isolation.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework. Get or set messagesInIsolation { get; set; }

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

InputColor

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the input color.

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public AnsiColor InputColor { get; set; }
```

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

(BP.AdventureFramework.Renderer)

Type

colorAboutFrameBuilder

Description

(BP.AdventureFramework.Renderer)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

```
public bool SuppressMovementMessages { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Property Value

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Get or set the text color.

+ **BP.AdventureFramework.**

Declaration

(BP.AdventureFramework.Extensions)

```
public AnsiColor TextColor { get; set; }
```

+ **BP.AdventureFramework.**

Interpretation

Property Value

(BP.AdventureFramework.Interpretation)

Type

+ **BP.AdventureFramework.**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Logging)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Renderer)

+ **BP.AdventureFramework.Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**

(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Renderer)

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

AnsiColor

(BP.AdventureFramework.Renderer)

Parameters

ColorAboutFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderer		
ColorCompletionFrameBuilder	room	Specify the Room.
Room		
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Locations.Room.html)		
ColorConversationFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BP.AdventureFramework.Renderer)		
(BP.AdventureGames.Core.Framework.Basics.Locations.ViewPoint.html)		
PlayableCharacter	player	Specify the player.
ColorHelpFrameBuilder		
PlayableCharacter		
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)		
ColorRegionMapBuilder		
ColorRoomMapBuilder	message	Any additional message.
String		
(BP.AdventureFramework.Renderer)		
(https://learn.microsoft.com/dotnet/api/system.string)		

ColorRoomMapBuilder

/BP_AdventureFramework_Renderer

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
+ BP.AdventureFramework.		
Extensions.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Exte int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Interpretation

Type	Description
+ BP.AdventureFramework.	
IFrame (BP.AdventureFramework.Rendering.IFrame.html)	

Logic

(BP.AdventureFramework.Logic)

Implements

+ BP.AdventureFramework.

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

(BP.AdventureFramework.Renderin

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Extensions

↳ ColorTitleFrameBuilder

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

TitleFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ititleframebuilder.html>)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Logic

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Ren**

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.html>).Rendering

(**BP.AdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html>).Color

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering **FrameBuilders**

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

AnsiColor (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.ansi>)

ColorAboutFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.colorabout>)

ColorTitleFrameBuilder(GridStringBuilder)

Initializes a new instance of the ColorTitleFrameBuilder class.

ColorConversationFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.conversation>)

Declaration (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.declaration>)

ColorGameOverFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.gameover>)

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.ctor>)

ColorHelpFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.help>)

Parameters (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.gridstringbuilder>)

ColorRegionMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.regionmap>)

Type (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.type>)

ColorRegionMapFrameBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.regionmap>)

(**BP.AdventureFramework.Render**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder>)

ColorRoomMapBuilder (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder.roommap>)

(**BP.AdventureFramework.Render**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colortitleframebuilder>)

/BP.AdventureFramework.Render

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Render) (https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.GridString)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

Extensions
(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inter

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor
(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering
(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Color

Description

Color
(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

DescriptionColor

(BP.AdventureFramework.Renderin

Get or set the description color.

ColorAboutFrameBuilder

Declaration

ColorCompletionFrameBuilder

```
public AnsiColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorOverFrameBuilder

Description

Type
ColorHelpFrameBuilder

AnsiColor (BP.AdventureFramework.Render

Description

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor
(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Properties

BackgroundColor

Get or set the background color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Exte

Property Value

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Inte

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Logic

BorderColor

(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Render

```
public AnsiColor BorderColor { get; set; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Type

Description

BP.AdventureFramework.

Rendering.FrameBuilders

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

(BP.AdventureFramework.Render

MessageColor

(BP.AdventureFramework.Renderin

Get or set the message color.

ColorAboutFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

```
public AnsiColor MessageColor { get; set; }
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Type

Description

ColorHelpFrameBuilder

Ans (BP.AdventureFramework.Render

ColorRegionMapBuilder (BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor

(BP.AdventureFramework.Renderin

ColorRoomMapBuilder

Get or set the title color.

/RD AdventureFramework Renderin

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

Commands

Provides a grid based frame for displaying a command based interface.

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

Conversations

(BP.AdventureFramework.Con) or displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Extensions

(BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Represents any object that is a frame that can display a command based interface.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ GridTextFrame

Commands

Implements

([BP.AdventureFramework.Com](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ **BP.AdventureFramework.**

Inherited Members

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([BP.AdventureFramework.Exte](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Interpretation

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

([BP.AdventureFramework.Logi](#))

public sealed class GridTextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundcolor)

- **BP.AdventureFramework.**

Rendering.Frames

([BP.AdventureFramework.Render](#))

Type
GridTextFrame
GridStringBuilder
([BP.AdventureFramework.Render](#))
([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))
IFrame
Builder.html
([BP.AdventureFramework.Render](#))

TextFrame

Name

Description

builder

The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↓ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Ass	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

AcceptsInput

(BP.AdventureFramework.Con

Get or set if this Frame accepts input.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

```
public bool AcceptsInput { get; set; }
```

+ BP.AdventureFramework.

Interpretation

Property Value

(BP.AdventureFramework.Inter

Type

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

BackgroundColor

Rendering

Get the background color.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor BackgroundColor { get; }
```

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders.

Type

Color

A (BP.AdventureFramework.Render

ing.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.Frames

CursorLeft

(BP.AdventureFramework.Render

Get the cursor left position.

(BP.AdventureFramework.Render

Declaration

IFrame

(BP.AdventureFramework.Render

TextFrame

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Ass	

+ BP.AdventureFramework.

CursorTop

(BP.AdventureFramework.Com
Get the cursor top position.

+ BP.AdventureFramework.

Declaration
Conversations

(BP.AdventureFramework.Con
public int CursorTop { get; }

+ BP.AdventureFramework.

Extensions

Property Value
(BP.AdventureFramework.Exte
Type

+ BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
Interpretation

(BP.AdventureFramework.Inter

ShowCursor

Logic

Get or set if the cursor should be shown.
(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

public bool ShowCursor { get; set; }
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

Type
(BP.AdventureFramework.Render

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Methods

- BP.AdventureFramework.

Rendering.Frames

Render(TextWriter)

(BP.AdventureFramework.Render

Render this frame on a writer.

GridTextFrame

Declaration
(BP.AdventureFramework.Renderin

IFrame

(BP.AdventureFramework.Renderin

TextFrame

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	(BP.AdventureFramework.Ass	<i>writer</i>	The writer.

+ BP.AdventureFramework.

ToS

([BP.AdventureFramework.Com](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Conversations

([BP.AdventureFramework.Con](#)

```
public override string ToString()
```

+ BP.AdventureFramework.

Extensions

Returns

Type	Description
BP.AdventureFramework.Exte	A string that represents the current object.

+ BP.AdventureFramework.

[string](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

Interpretation

([BP.AdventureFramework.Inter](#)

Overrides

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.

Logic

implements

BP.AdventureFramework.Logi

IFrame

([BP.AdventureFramework.Rendering.Frames.IFrame](#)

Rendering

([BP.AdventureFramework.Render](#)

+ BP.AdventureFramework.

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#)

- BP.AdventureFramework.

Rendering.Frames

([BP.AdventureFramework.Render](#)

GridTextFrame

([BP.AdventureFramework.Render](#)

IFrame

([BP.AdventureFramework.Render](#)

TextFrame

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

Syntax

Commands

(**BP.AdventureFramework.Com**

 public interface IFrame

+ **BP.AdventureFramework.**

 Conversations

 (BP.AdventureFramework.Con

Properties

BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Exte

AcceptsInput

+ **BP.AdventureFramework.**

Get or set if this Frame accepts input.

Interpretation

 (BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

 bool AcceptsInput { get; set; }

Logic

 (BP.AdventureFramework.Logi

Property Value

+ **BP.AdventureFramework.**

 Type

Rendering

 (BP.AdventureFramework.Render

 (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

CursorLeft

 (BP.AdventureFramework.Render

Get the cursor left position.

+ **BP.AdventureFramework.**

 DelegatedFrameBuilders

 Rendering.FrameBuilders.

Color

 (BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Property Value

Rendering.Frames

 (TYPBP.AdventureFramework.Render

 GridTextFrame

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

 (BP.AdventureFramework.Renderin

 IFrame

 (BP.AdventureFramework.Renderin

 TextFrame

Description

Description

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

([BP.AdventureFramework.Ass](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Commands

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ [BP.AdventureFramework.](#)

Conversations

ShowCursor

([BP.AdventureFramework.Con](#))

Get or set if the cursor should be shown.
+ [BP.AdventureFramework.](#)

Extensions

([BP.AdventureFramework.Exte](#))

bool ShowCursor { get; set; }

+ [BP.AdventureFramework.](#)

Interpretation

Property Value

([BP.AdventureFramework.Inter](#))

Type

+ [BP.AdventureFramework.](#)

Logic

Description

([BP.AdventureFramework.Logi](#))

+ [BP.AdventureFramework.](#)

Methods

([BP.AdventureFramework.Render](#))

+ [BP.AdventureFramework.](#)

Render(TextWriter)

Rendering.FrameBuilders

Render this frame on a writer.
([BP.AdventureFramework.Render](#))

Declaration

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders.

void Render(TextWriter writer)

Color

([BP.AdventureFramework.Render](#))

Parameters

- [BP.AdventureFramework.](#)

Type [Rendering.Frames](#)

([BP.AdventureFramework.Render](#))

Name

Description

writer

The writer.

GridTextFrame

([BP.AdventureFramework.Render](#))

IFrame

([BP.AdventureFramework.Render](#))

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- GridTextFrame
(BP.AdventureFramework.Renderin
- IFrame
(BP.AdventureFramework.Renderin
- TextFrame

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ TextFrame

Commands

Implements

(**BP.AdventureFramework.Com**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html))

+ **BP.AdventureFramework.**

Inherited Members

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Exte**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Interpretation

NameSpace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

(**BP.AdventureFramework.Inter**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Logic

(**BP.AdventureFramework.Logi**

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

ReplacingStringBuilders

(**BP.AdventureFramework.Replac**

Initializes a new instance of the TextFrame class.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(**BP.AdventureFramework.Render**

BP.AdventureFramework.

Parameters

Rendering.Frames

Type (**BP.AdventureFramework.Render**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

frameData

Description

The data the frame provides.

GridTextFrame

cursorLeft

The cursor left position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

cursorTop

The cursor top position.

IFrame

cursorTop

The cursor top position.

TextFrame

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration
Type
`(BP.AdventureFramework.Ass`

+ **BP.AdventureFramework.**

Commands

Property Value
`(BP.AdventureFramework.Com`

+ **BP.AdventureFramework.**

Conversations

Type
`bool (https://learn.microsoft.com/dotnet/api/system.boolean)`

(`BP.AdventureFramework.Con`

+ **BP.AdventureFramework.**

CursorLeft

Extensions
`(BP.AdventureFramework.Exte`

Get the cursor left position.

+ **BP.AdventureFramework.**

Declaration
Type
`(BP.AdventureFramework.Exte`

Interpretation

`(BP.AdventureFramework.Inter`

+ **BP.AdventureFramework.**

Property Value
Logic

Type
`(BP.AdventureFramework.Logi`

+ **BP.AdventureFramework.**

Declaration
Type
`int (https://learn.microsoft.com/dotnet/api/system.int32)`

Rendering

`(BP.AdventureFramework.Rend`

CursorTop

BP.AdventureFramework.

RenderingFrameBuilders

Get the cursor top position.

`(BP.AdventureFramework.Rend`

Declaration
Type
`(BP.AdventureFramework.Rend`

+ **BP.AdventureFramework.**

Declaration
Type
`RenderingFrameBuilders { }<`

Color

`(BP.AdventureFramework.Rend`

Property Value
Color

Type
`(BP.AdventureFramework.Rend`

- **BP.AdventureFramework.**

Declaration
Type
`(BP.AdventureFramework.Rend`

RenderingFrames

Type
`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(`BP.AdventureFramework.Rend`

GridTextFrame

`(BP.AdventureFramework.Renderir`

Declaration
Type
`(BP.AdventureFramework.Renderir`

ShowCursor
IFrame

`(BP.AdventureFramework.Renderir`

Get or Set if the cursor should be shown.

TextFrame

Description

Description

Description

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Assistant) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.

Commands

[\(BP.AdventureFramework.Commands\)](#)

Methods

+ BP.AdventureFramework.

Conversations

[\(BP.AdventureFramework.Conversations\)](#)

Reopen this frame writer.

BP.AdventureFramework.

Extensions

Declaration
[\(BP.AdventureFramework.Extensions\)](#)

+ public void Render(TextWriter writer)

Interpretation

Parameters
[\(BP.AdventureFramework.Interpretation\)](#)

+ BP.AdventureFramework.

To String()

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Returns a string that represents the current object.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

+ BP.AdventureFramework.

Returns a string that represents the current object.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.FrameBuilders.Color\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

A string that represents the current object.

- BP.AdventureFramework.

Rendering.Frames

[\(BP.AdventureFramework.Rendering.Frames\)](#)

GridTextFrame

Implements

IParserFramework.Renderer

IFrame

IFrame ([\(BP.AdventureFramework.Rendering.Frames.IFrame.html\)](#))

(BP.AdventureFramework.Renderer)

TextFrame

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- GridTextFrame
(BP.AdventureFramework.Renderin
- IFrame
(BP.AdventureFramework.Renderin
- TextFrame

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
OverWorldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

Conversations

Provides a class for helping to make Regions.

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

Extensions

Provides a class for helping to make Regions.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.
Interpreters

Interpretation

(BP.AdventureFramework.Inter

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

+ BP.AdventureFramework.

Represents any object that is a template for an asset.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rend

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili

IAssetTemplate<T>

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(**BP.AdventureFramework.AssetTemplate**)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Command**)

+ **BP.AdventureFramework.**

Type Conversations

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

The type of asset being templated.

Extensions

(**BP.AdventureFramework.Extension**)

+ **BP.AdventureFramework.**

Methods

Interpretation

(**BP.AdventureFramework.Interpretation**)

Instantiate()

+ **BP.AdventureFramework.**

Logic

Instantiate a new instance of the templated asset.

(**BP.AdventureFramework.Logic**)

Declaration

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

T The asset.

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**)

- **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utilities**)

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ OverworldMaker

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Conversations

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [BP.HTML.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

Assembly: [BP.AdventureFramework.dll](#)

Interpretation

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

↳ public sealed class OverworldMaker

Logic

([BP.AdventureFramework.Logi](#))

Constructors

Rendering

([BP.AdventureFramework.Render](#))

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **BP.AdventureFramework.**

Initializes a new instance of the OverworldMaker class.

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

↳ public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Color

([BP.AdventureFramework.Render](#))

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.Frames

Identifier

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Assets.Identifier.html](#))

- **BP.AdventureFramework.**

Description

Utilities

([BP.AdventureFramework.Assets.Description.html](#))

([BP.AdventureFramework.Utili](#))

IAssetTemplate<T>

Name	Description
identifier	An identifier for the region.
description	A description for the region.

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

+ BP.AdventureFramework.OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Commands

Declaration

(BP.AdventureFramework.Commands.OverworldMaker)

+ BP.AdventureFramework.OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)

Conversations

(BP.AdventureFramework.Conversations.OverworldMaker)

Parameters

+ BP.AdventureFramework.OverworldMaker.

Type		Name	Description
Extensions			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
Interpretation			
(BP.AdventureFramework.OverworldMaker)	string identifier	identifier	An identifier for the region.
+ BP.AdventureFramework.OverworldMaker.	string description	description	A description for the region.
RegionMaker			
(BP.AdventureFramework.Utilities.RegionMaker.html)	RegionMaker regionMakers	regionMakers	The region makes to use to construct regions.
Logic			
[](BP.AdventureFramework.Logic.OverworldMaker)			

+ BP.AdventureFramework.

Rendering

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

Make an overworld.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.OverworldBuilder

Color

public Overworld Make()

(BP.AdventureFramework.Rendering.FrameBuilders.OverworldBuilder)

+ BP.AdventureFramework.

Rendering.Frames

Type

(BP.AdventureFramework.Rendering.Frames.OverworldBuilder)

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities.AssetTemplate)

IAssetTemplate<T>

Description

The created overworld.

▼

- (BP.AdventureFramework.Asses
- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Rend
- BP.AdventureFramework.
Utilities
(BP.AdventureFramework.Utilit

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ RegionMaker

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Conversations

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

Interpretation

([BP.AdventureFramework.Inter](#))

+ **BP.AdventureFramework.**

public sealed class RegionMaker

Logic

([BP.AdventureFramework.Logi](#))

Constructors

Rendering

([BP.AdventureFramework.Ren](#))

RegionMaker(Identifier, Description)

+ **BP.AdventureFramework.**

Initializes a new instance of the RegionMaker class.

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#))

+ **BP.AdventureFramework.**

public RegionMaker(Identifier identifier, Description description)

Rendering.FrameBuilders.

Color

Parameters

([BP.AdventureFramework.Ren](#))

Type

+ **BP.AdventureFramework.**

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

([BP.AdventureFramework.Ren](#))

Description ([BP.AdventureFramework.Assets.Description.html](#))

description

A description for the region.

- **BP.AdventureFramework.**

Utilities

RegionMaker(string, string)lin

IAssetTemplate<T>

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.Asset string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	An identifier for the region.
+ BP.AdventureFramework.Commands string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description for the region.

+ **BP.AdventureFramework.**

Conversations

Properties

+ **BP.AdventureFramework.**

Extensions

this[int, int]

(**BP.AdventureFramework.Exte**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Logic

Parameters

Type	Name	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Rendering.FrameBuilders

Property Value

(**BP.AdventureFramework.Render**

Type

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	The room.

Color

(**BP.AdventureFramework.Render**

Methods

Rendering.Frames

(**BP.AdventureFramework.Render**

CanPlaceRoom(int, int, int)

- **BP.AdventureFramework.**

Determines if a room can be placed at a location

Utilities

(**BP.AdventureFramework.Utilit**

Declaration

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```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Assets.RoomPosition.html)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + BP.AdventureFramework.Commands	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Commands)	z	The Z position.

Returns
+ BP.AdventureFramework.

Type
Conversations

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Conversations)	True if the room can be placed, else false.

+ BP.AdventureFramework.

Type
Extensions

GetRoomPositions()
(BP.AdventureFramework.Extensions)

Get all current room positions.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public RoomPosition[] GetRoomPositions()
```

+ BP.AdventureFramework.

Type
Logic

Returns
(BP.AdventureFramework.Logic)

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)[] (BP.AdventureFramework.Logic)	The room positions.

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Make()
Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public Region Make()
```

Color
(BP.AdventureFramework.Rendering)

Returns

+ BP.AdventureFramework.

Type
Rendering.Frames

(BP.AdventureFramework.Rendering)

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Rendering)	The created region.

- BP.AdventureFramework.

Utilities

Make(RoomPosition)
(BP.AdventureFramework.Utilit

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Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Commands)	startPosition	The start position.

Returns

+ BP.AdventureFramework.

Type	Description
+ BP.AdventureFramework.Region (BP.AdventureFramework.Assets.Locations.Region.html)	The created region.

+ BP.AdventureFramework.

Extensions

+ BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

Declaration

+ BP.AdventureFramework.Inter

```
public Region Make(int x, int y, int z)
```

Logic

+ BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
Rendering	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ BP.AdventureFramework.	z	The start z position.
Rendering.FrameBuilders		

+ BP.AdventureFramework.Render

Returns

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders	The created region.

+ BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

+ BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

+ BP.AdventureFramework.Utili

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