

Namespace NetAF.Adapters

Classes

Filter by title

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

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

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

+ [NetAF.Assets](#)

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

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.](#)

[Conversation](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

[Persistence](#)

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

+ [NetAF.Commands.Region](#)

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

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

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Conversation

Setup(Game)

(NetAF.Commands.Conversation.html)

Setup for a game.

+ NetAF.Commands.Frame

Declaration
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

void Setup(Game game)

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence

Type
(NetAF.Commands.Persistence.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

WaitForAcknowledge()

+ NetAF.Commands.Scenes

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

+ [NetAF.Assets](#)

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

Wait for input.

+ [NetAF.Assets.Attributes](#)

Declaration

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Interaction](#)

Type

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.](#)

[Conversation](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

[Persistence](#)

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

+ [NetAF.Commands.Region](#)

[Map](#)

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

+ [NetAF.Commands.Scene](#)

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

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ NetAF.Adapters

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

Implements

↳ IIOAdapter
(NetAF.Adapters.IIOAdapter.html)
↳ II0Adapter (<https://learn.microsoft.com/dotnet/api/system.consoleadapter>)

Inherited Members

↳ (NetAF.Adapters.SystemConsoleA...)

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

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/dotnet/api/NetAF.html)).Adapters ([NetAF.Adapters](https://learn.microsoft.com/dotnet/api/NetAF.Adapters).html)

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](https://learn.microsoft.com/dotnet/api/NetAF.dll)

(NetAF.Assets.Interaction.html)

Syntax

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public sealed class SystemConsoleAdapter : II0Adapter

+ NetAF.Commands

(NetAF.Commands.html)

↳ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

RenderFrame(IFrame)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

↳ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public void RenderFrame(IFrame frame)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Region

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html))

Name

Description

frame

The frame to render.

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Setup(Game)

Setup for a game.

Declaration

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

Part: NetAFAdapters

+ [NetAF.Adapters.html](#)

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

SystemConsoleAdapter

(NetAF.Adapters.SystemConsoleA

WaitForAcknowledge()

+ [NetAF.Assets.html](#)

De: NetAFAssets.Attributes

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

```
public bool WaitForAcknowledge()
```

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

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

Returns

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

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

bool

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

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

Description

True if the acknowledgment was received correctly, else false.

+ [NetAF.Commands.html](#)

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

WaitForInput()

+ [NetAF.Commands.html](#)

Wait for input.

Conversation

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

Declaration

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

```
public string WaitForInput()
```

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

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

Returns

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

Type

+ [NetAF.Commands.html](#)

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

Description

The input.

Persistence

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

Implementation

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

Map

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

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

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



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

Namespace NetAF.Assets

Classes

Filter by title

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

(NetAF.Adapters.html)
Represents a conditional description of an object.

- NetAF.Assets

Description (NetAF.Assets.Description.html)

Represents a description of an object.
Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

ExaminableObject (NetAF.Assets.ExaminableObject.html)

(NetAF.Assets.ConditionalDescript
Represents an object that can be examined.
Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

(NetAF.Assets.ExaminableObject.
Represents a request to examine an IExaminable.
ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

ExaminationResult (NetAF.Assets.ExaminationResult.html)

(NetAF.Assets.ExaminationReq
Represents the result of an examination.
ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.ExaminationScene.I
Represents a scene that an examination occurs in.
IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.ItemContainer.html)
Provides values that can be used as an identifier.

(NetAF.Assets.IPlayerVisible.html)

Identifier

Item (NetAF.Assets.Item.html)

(NetAF.Assets.Identifier.html)
Represents an Asset that can be used within the game.

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Point2D (NetAF.Assets.Point2D.html)

+ NetAF.Assets.Attributes

Represents a 2D point.
(NetAF.Assets.Attributes.html)

Point3D (NetAF.Assets.Point3D.html)

(NetAF.Assets.Attributes.html)
Represents a 3D point.

Size (NetAF.Assets.Size.html)

Represents a size.

Interfaces



IExaminable (NetAF.Assets.IIExaminable.html)

+ **NetAF.Adapters**
(NetAF.Adapters.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

(NetAF.Assets.html) is a container of items.

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

Represents any object that is visible to a player.
(NetAF.Assets.ConditionalDescription.html)

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Condition (NetAF.Assets.Condition.html)

(NetAF.Assets.ExaminationCallback.html)

Represents a callback for conditions.

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminationResult.html)

Represents the callback for examinations.

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Delegate Condition

Represents a callback for conditions.

 Filter by title

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

+ **NetAF.Adapters**

Assembly: NetAF.dll

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

Syntax

- **NetAF.Assets**

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

Condition

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

Type	Description
bool Description (System.Boolean.html) (NetAF.Assets.Description.html)	The result of the condition.

+ **NetAF.Assets.Attributes**

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

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

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

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

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

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

Inherited Members

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

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

ConditionalDescription

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

Description

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

ExaminableObject

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

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

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

ExaminationCallback

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

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

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

ExaminationRequest

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

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

Assembly: NetAF

ExaminationResult

Syntax: `NetAF.Assets.ExaminationResult.I`

ExaminationScene

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

public sealed class ConditionalDescription : Description

IExaminable

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

IItemContainer

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

IPlayerVisible

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

Identifier

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

Represents a conditional description of an object.

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

Declaration

Point2D

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

Point3D ConditionalDescription(string trueDescription, string falseDescription, Condition)

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

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

NetAF.Assets.Attributes

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

Type

Name

Description

+ **NetAF.Assets.Characters**

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

trueDescription

The true description.

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

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

falseDescription

The false description.

+ **NetAF.Assets.Interaction**

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

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

Properties

(NetAF.Adapters.html)

Condition

(NetAF.Assets.html)

Get or Set the condition

Condition

Declaration

(NetAF.Assets.Condition.html)

ConditionalDescription

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

Description

(NetAF.Assets.Description.html)

ExaminableObject

Type (NetAF.Assets.ExaminableObject.h)

Description

ExaminationCallback

Condition (NetAF.Assets.Condition.html)

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

GetDescription()

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

Declaration (NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

Identifier

(NetAF.Assets.Identifier.html)

Returns

Item (NetAF.Assets.Item.html)

Type Point2D

Description

(NetAF.Assets.Point2D.html)

The description.

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

Point3D

(NetAF.Assets.Point3D.html)

Overrides

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

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

Inherited Members

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

ConditionalDescription

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

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

ExaminableObject

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

ExaminationCallback

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

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

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

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

ExaminationResult

Assembly: [NetAF](#)

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

Syntax

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

IExaminable

public class Description

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

IItemContainer

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

Constructor

PlayerVisible

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

Identifier

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

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

Represents a description of an object.

Point2D

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

Point3D

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

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

+ **NetAF.Assets.Attributes**

Parameters

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

Type

Name

Description

+ **NetAF.Assets.Characters**

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

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

description

The description

+ **NetAF.Assets.Interaction**

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



- **NetAF.Assets**

(NetAF.Assets.html)

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

- NetAF.Assets

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

↳ ExaminableObject
Condition
↳ Character (NetAF.Assets.Characters.Character.html)
(NetAF.Assets.Condition.html)
↳ Item (NetAF.Assets.Item.html)
ConditionalDescription
↳ Exit (NetAF.Assets.Locations.Exit.html)
(NetAF.Assets.ConditionalDescript
↳ Overworld (NetAF.Assets.Locations.Overworld.html)
Description
↳ Region (NetAF.Assets.Locations.Region.html)
(NetAF.Assets.Description.html)
↳ Room (NetAF.Assets.Locations.Room.html)
ExaminableObject

Implements

IExaminableObject (NetAF.Assets.IExaminable.html)

IPlayable (NetAF.Assets.IPlayerVisible.html)

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

Serializable (NetAF.Serialization.Serializable.html)

ExaminationResult

Inherited Members

(NetAF.Assets.ExaminationResult.I

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

object)) (NetAF.Assets.ExaminationScene.I

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

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

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

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

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

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

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Assembly: NetAF.dll

Point2D

Syntax (NetAF.Assets.Point2D.html)

Point3D

public class ExaminableObject : IExaminable, IPlayerVisible, IRestoreFromObjectSerializa
lization<ExaminableSerialization>

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Properties

Characters (NetAF.Assets.Characters.html)

Attributes

(NetAF.Assets.Interaction.html)

Get the attribute manager for this object.

+ NetAF.Assets.Locations

Declaration

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

Property Value

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

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

Get the conditional description.

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

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

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

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Examinable

(NetAF.Assets.IExaminable.html)

Get a description of this object.

[ItemContainer](#)

Declaration
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

Identifier

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

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

Description
(NetAF.Assets.Description.html)

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

ExaminationAttributes

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

Get the callback handling all examination of this object.

NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

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

Property Value

+ **NetAF.Assets.Locations**

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

Identifier

Get this object's identifier.

NetAF.Assets

(NetAF.Assets.html)

Declaration

```
public NetAF.Assets.Identifier Condition { get; protected set; }
    ConditionDescription
        (NetAF.Assets.ConditionDescription)
Property Value
```

Description

Type	Description
NetAF.Assets.Identifier.html	

ExaminableObject

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Get if this is visible to the player.

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

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

IExaminable

(NetAF.Assets.IExaminable.html)

ItemContainer

(NetAF.Assets.IItemContainer.html)

Type

PlayerVisible

Type	Description
NetAF.Assets.PlayerVisible.html	

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Examine(ExaminationScene)

Size (NetAF.Assets.Size.html)

Examine this object.

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

```
public virtual ExaminationResult Examine(ExaminationScene scene)
```

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

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

Returns

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

Condition

(NetAF.Assets.Condition.html)

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

RestoreFrom(ExaminableSerialization)

Description

Restore this object from a serialization.

(NetAF.Assets.Description.html)

Declaration

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

public void RestoreFrom(ExaminableSerialization serialization)

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Parameters

(NetAF.Assets.ExaminationRequest.html)

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

IExaminable

(NetAF.Assets.IExaminable.html)

Implements

IItemContainer

(NetAF.Assets.IItemContainer.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Identifier

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size

(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Delegate ExaminationCallback

Represents the callback for examinations.

 Filter by title

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

(NetAF.Assets.html)

Assembly: NetAF.dll

Condition

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

ConditionalDescription

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationRequest

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

Returns

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

Type

[ExaminationResult](#)

Name

Description

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

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

Description

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

A string representing the result of the examination.

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

IExaminable

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

IItemContainer

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

IPlayerVisible

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

Identifier

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

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

Point2D

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

Point3D

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

Class ExaminationRequest

Represents a request to examine an `IExaminable`.

Filter by title

Inheritance

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

([NetAF.Assets.ExaminationScene](#).`I`)

Syntax

<code>public class ExaminationRequest</code>		
<code>public class IItemContainer</code>	<code>ExaminationRequest</code>	
<td>(NetAF.Assets.IItemContainer.html)</td>	(NetAF.Assets.IItemContainer.html)	
<code>public class IPlayerVisible</code>		
<td>(NetAF.Assets.IPlayerVisible.html)</td>	(NetAF.Assets.IPlayerVisible.html)	

Constructors

<code>Identifier</code>	
(NetAF.Assets.Identifier.html)	
<code>Item</code>	(NetAF.Assets.Item.html)

ExaminationRequest(IExaminable, ExaminationScene)

<code>public ExaminationRequest(IExaminable examinable, ExaminationScene scene)</code>	
(NetAF.Assets.Point2D.html)	Représente une demande d'examen d'un <code>IExaminable</code> .

<code>public ExaminationRequest(IExaminable examinable, ExaminationScene scene)</code>	
(NetAF.Assets.Point3D.html)	
<code>Size</code>	(NetAF.Assets.Size.html)

`public ExaminationRequest(IExaminable examinable, ExaminationScene scene)`

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

Parameters

+ NetAF.Assets.Characters

Type	Name	Description
(NetAF.Assets.Characters.html)		
<code>IExaminable</code> (NetAF.Assets.IExaminable.html)	<code>examinable</code>	The object being examined.

+ NetAF.Assets.Interaction	
(NetAF.Assets.Interaction.html)	

<code>ExaminationScene</code>	
(NetAF.Assets.ExaminationScene.html)	

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)	
--------------------------------------	--

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

Parameters

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

Condition
ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

Properties
ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Examinable
ExaminableResult

(NetAF.Assets.ExaminationResult.html)

Get the examinable object.
ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Declaration
IExaminable

(NetAF.Assets.IExaminable.html)
public IExaminable Examinable { get; }

IItemContainer

(NetAF.Assets.IItemContainer.html)

Properties
PlayerVisible

(NetAF.Assets.IPlayerVisible.html)
Identifier

Description

IExaminable (NetAF.Assets.IExaminable.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Scene
Point3D

(NetAF.Assets.Point3D.html)

Get the examination scene.
Size

(NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)
public ExaminationScene Scene { get; }

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Description

(NetAF.Assets.Interaction.html)
ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance...

(NetAF.Assets.Condition.html)
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
 ConditionalDescription
 ↳ Result (NetAF.Assets.Interaction.Result.html)
 (NetAF.Assets.ConditionalDescriptor)
 ↳ ExaminationResult
 Description
Inherited Members
(NetAF.Assets.Description.html)
ExaminableObject
Result.Description ([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) ([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.ExaminationCallback
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))
object.ExaminationRequest
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
ExaminationResult
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
ExaminationScene
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
IExaminable
Namespace
- NetAF (NetAF.html)
Assets (NetAF.Assets.html)
(NetAF.Assets.IExaminable.html)
Assembly
NetAF.dll
ItemContainer
Syntax
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
Identifier
Item
Point2D
Point3D
Identifier
Item
Point2D
Point3D
Size
Declaration
Initializes a new instance of the ExaminationResult class.

Constructors

public
(NetAF.Assets.Point2D.html)
Point3D
Identifier
Item
Point2D
Point3D
Size
(NetAF.Assets.Size.html)

ExaminationResult(string)

(NetAF.Assets.Point3D.html)
Size (NetAF.Assets.Size.html)

Initializes a new instance of the ExaminationResult class.

+ NetAF.Assets.Attributes

Declaration
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands



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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance .. [System.Object](#)

ConditionalDescription

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

(NetAF.Assets.ConditionalDescriptor)

↳ ExaminationScene

Description

Inherited Members

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

ExaminableObject

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

ExaminationCallback

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

ExaminationRequest

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

(NetAF.Assets.ExaminationRequest)

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

ExaminationResult

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

(NetAF.Assets.ExaminationResult)

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

ExaminationScene

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

(NetAF.Assets.ExaminationScene)

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

IExaminable

Assembly: NetAF

(NetAF.Assets.IExaminable.html)

Syntax

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

public class ExaminationScene

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Constructors

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

Point2D

(NetAF.Assets.Point2D.html)

ExaminationScene(Character, Room)

Point3D

(NetAF.Assets.Point3D.html)

Represents a scene that an examination occurs in.

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

Declaration

+ **NetAF.Assets.Attributes**

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

public ExaminationScene(Character examiner, Room room)

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

Character

Name

Description

examiner

The character who is examining the object.

+ **NetAF.Assets.Locations**

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

Room

room

The room the examinable is being examined from.

+ **NetAF.Commands**

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

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

Parameters

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

Properties

Examiner

Get the Examiner.

(NetAF.Assets.ExaminationScene.IExaminable.html)

Declaration

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Property Value

(NetAF.Assets.IPlayerVisible.html)

Type	Description
(NetAF.Assets.Identifier.html)	

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

Item (NetAF.Assets.Item.html)

Identifier

(NetAF.Assets.Point2D.html)

Point2D

(NetAF.Assets.Point3D.html)

Point3D

Get a default value for when there is no scene.

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Property Value

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

RootAF.Commands

(NetAF.Commands.html)

Get the room the examinable is being examined from.

Declaration

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

Property Value		
Type	Description	
conditionalDescription		
(NetAF.Assets.ConditionalDescription.html)		
Room (NetAF.Assets.Locations.Room.html)		
Description		
(NetAF.Assets.Description.html)		
ExaminableObject		
(NetAF.Assets.ExaminableObject.html)		
ExaminationCallback		
(NetAF.Assets.ExaminationCallback.html)		
ExaminationRequest		
(NetAF.Assets.ExaminationRequest.html)		
ExaminationResult		
(NetAF.Assets.ExaminationResult.html)		
ExaminationScene		
(NetAF.Assets.ExaminationScene.html)		
IExaminable		
(NetAF.Assets.IExaminable.html)		
IItemContainer		
(NetAF.Assets.IItemContainer.html)		
IPlayerVisible		
(NetAF.Assets.IPlayerVisible.html)		
Identifier		
(NetAF.Assets.Identifier.html)		
Item (NetAF.Assets.Item.html)		
Point2D		
(NetAF.Assets.Point2D.html)		
Point3D		
(NetAF.Assets.Point3D.html)		
Size (NetAF.Assets.Size.html)		
+ NetAF.Assets.Attributes		
(NetAF.Assets.Attributes.html)		
+ NetAF.Assets.Characters		
(NetAF.Assets.Characters.html)		
+ NetAF.Assets.Interaction		
(NetAF.Assets.Interaction.html)		
+ NetAF.Assets.Locations		
(NetAF.Assets.Locations.html)		
+ NetAF.Commands		
(NetAF.Commands.html)		

Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

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

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

Assembly: NetAF.NET.Engine

Syntax

(NetAF.Assets.ExaminationRequest)

ExaminationResult

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

Properties

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Attributes (NetAF.Assets.IPlayerVisible.html)

Identifier

Get the attribute manager for this object. (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Declaration

Point2D

```
(NetAF.Assets.Point2D.html)  
AttributeManager Attributes { get; }  
Point3D
```

(NetAF.Assets.Point3D.html)

Property Value (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters

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

Commands

+ NetAF.Assets.Interaction

Get the interaction manager. (NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

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

CustomCommand[] Commands { get; }

+ NetAF.Commands

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

Property Value

- NetAF.Commands

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

Description

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

Declaration

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

ExaminableObject { get; }

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

ExaminationCallback

Property Value

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

Type **ExaminationRequest**

Description

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

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

ExaminationResult

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

ExaminationScene

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

Identifier

IExaminable

Get the object's identifier

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

Declaration

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

IPlayerVisible

Identifier Identifier { get; }

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

Property Value

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

Type **Point2D**

Description

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

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

Point3D

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

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

Methods

NetAF.Assets.Attributes

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

NetAF.Assets.Characters

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

Examine this object.

+ **NetAF.Assets.Interaction**

Declaration

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

+ **NetAF.Assets.Locations**

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

Parameters

+ **NetAF.Commands**

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

+ **NetAF.Commands**

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

Returns

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

[+ NetAF.Commands](#)

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

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

AssetIdentifier
(NetAF.Assets.IExaminable.html)

Syntax

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

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

Properties

Item (NetAF.Assets.Point3D.html)

Point3D

Items (NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Get the items.

+ NetAF.Assets.Attributes

Declaration

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Properties

NetAF.Assets.Interaction

Type
(NetAF.Assets.Interaction.html)

Description

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Methods

+ NetAF.Commands.

AddItem(Item)

Add an item.

Declaration

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

Parameters

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

RemoveItem(Item)

Remove an item.

(NetAF.Assets.ExaminationResult.html)

Declaration

ExaminationScene

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

Type	Name	Description
(NetAF.Assets.IPlayerVisible.html) Item (NetAF.Assets.Item.html) Identifier	<i>item</i>	The item to remove.

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

Properties

IsPlayerVisible

(NetAF.Assets.IExaminable.html)

Get **IsPlayerVisible** to the player.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

bool IsPlayerVisible { get; set; }

Identifier

(NetAF.Assets.Identifier.html)

Property Value

Point2D

Type (NetAF.Assets.Point2D.html)

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

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Description

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

IComparable
Examine (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string
(<https://learn.microsoft.com/dotnet/api/system.string>)>

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

Inherited Members

ExaminationScene

object (NetAF.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)))

Examinable

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

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

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

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

Assembly: NetAF.dll

Item (NetAF.Assets.Item.html)

Syntax

Point2D

(NetAF.Assets.Point2D.html)

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

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Constructors

- NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Identifier(string) characters

(NetAF.Assets.Characters.html)

Provides a class that can be used as an identifier.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ public Identifier(string name)

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type (NetAF.Commands.html)

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

Name	Description
name	The name.

Conversation

(NetAF.Commands.Conversation.html)

Properties

Empty

Get an empty identifier.

Declaration

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

ExaminationCallback

Property Value

ExaminationRequest

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

Description

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

ExaminationScene

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

IdentifiableName

Get the name as a case insensitive identifier.

ItemContainer

Declaration

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

Identifier

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

Property Value

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

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

Description

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

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

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

NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)
Get the name.

+ NetAF.Assets.Characters

Declaration

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

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

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

Description

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

+ NetAF.Commands

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

+ NetAF.Commands.

Declaration

Methods

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

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

Returns

Type	Description
bool	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). ExaminationScene ExaminableObject ExaminationRequest ExaminationResult ItemContainer IPlayerVisible NetAF.Assets.IPlayerVisible.html

Equals(string)

(NetAF.Assets.Identifier.html)

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

Parameters

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

Declaration

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

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

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

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

Parameters

Type	Description
(NetAF.Assets.Attributes.html)	

+ NetAF.Assets.Characters

Type	Description
(NetAF.Assets.Characters.html)	

Returns

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

+ NetAF.Assets.Locations

Type	Description
(NetAF.Assets.Locations.html)	

+ NetAF.Commands

Type	Description
(NetAF.Commands.html)	

+ NetAF.Commands.

To string()

(NetAF.Commands.Conversati

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides
ExaminationRequest

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

ExaminationResult

Implements

ExaminationScene

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

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance:

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

Implements:

ExaminableObject
IExaminable (NetAF_Assets.IExaminable.html)
IPlayable (NetAF_Assets.IPlayable.html)
IExaminableObject
IExaminableObject<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<ExaminableObject>
Serializable (NetAF_Assets.ExaminationsAssets.ExaminableSerialization.html)>
IInteractable
IInteractable (NetAF.Assets.Interaction.IInteractWithItem.html)
IRestorable (NetAF_Assets.Serializable.html) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<ItemSerialization>
(NetAF_Assets.ItemSerialization.html)>
↳ (NetAF.Assets.ItemContainer.html)

Inherited Members:

IPlayerVisible

ExaminableObject<T> (NetAF_Assets.ExaminableObject.html)

(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

ExaminableObject<T> (NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

ExaminableObject<T> (NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

Attributes

ExaminableObject<T> (NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject<T> (NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine (ExaminationScene)

+ NetAF_Assets_Attributes

(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene_> (NetAF_Assets.Attributes.html)

ExaminableObject.IsPlayerVisible

+ NetAF_Assets_Characters

(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

(NetAF_Assets.Characters.html)

ExaminableObject.RestoreFrom (ExaminableSerialization)

(NetAF_Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As
sets_ExaminableSerialization_>)

(NetAF_Assets.Interaction.html)

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

+ NetAF_Assets_Locations

(NetAF_Assets.Locations.html)

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

+ NetAF_Commands

(NetAF_Commands.html)

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

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

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

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

Conversation

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

(NetAF.Commands.Conversation.html)

Assembly: NetAF.dll

+ NetAF_Commands_Frame

Syntax

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

▼

Constructors

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

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

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

Initializes a new instance of the Item class.

(NetAF.Assets.ExaminationResult.html)

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

**Item(Identifier identifier, Description description, bool isTakeable = false,
CustomCommand[] commands = null, InteractionCallback interaction = null, Examination
Callback examination = null)**

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Parameters

(NetAF.Assets.IPlayerVisible.html)

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html) Identifier (NetAF.Assets.Identifier.html) Item (NetAF.Assets.Item.html)	identifier	This Items identifier.
Description (NetAF.Assets.Description.html) Point2D (NetAF.Assets.Point2D.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Point3D (NetAF.Assets.Point3D.html)	description	A description of this Item.
Size (NetAF.Assets.Size.html) CustomCommand (NetAF.Assets.Commands.CustomCommand.html)[]	commands	This objects commands.
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)	interaction	The interaction.
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	examination	The examination.

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Item(string identifier, string description, bool isTakeable = false, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

+ NetAF.Assets.Locations

Initializes a new instance of the Item class.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

public Item(string identifier, string description, bool isTakeable = false, CustomCo
mmand[] commands = null, InteractionCallback interaction = null, ExaminationCallback

+ NetAF.Commands.
Conversation

(NetAF.Commands.Conversati

Parameters

+ NetAF.Commands.Frame

Type		Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>identifier</i>	This Items identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>description</i>	A description of this Item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) ▼		<i>isTakeable</i>	Specify if this item is takeable.
CustomCommand (NetAF.Commands.CustomCommand.html) (NetAF.Assets.ExaminableObject.html)		<i>commands</i>	This objects commands.
ExaminationCallback InteractionCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Assets.Interaction.InteractionCallback.html)		<i>interaction</i>	The interaction.
ExaminationRequest (NetAF.Assets.ExaminationRequest.html)		<i>examination</i>	The examination.
ExaminationResult (NetAF.Assets.ExaminationResult.html)			
ExaminationScene (NetAF.Scene.ExaminationScene.html)			
IExaminable (NetAF.Assets.IExaminable.html)			
InteractionContainer (NetAF.Assets.IItemContainer.html)			
Get the interaction. PlayerVisible (NetAF.Assets.IPlayerVisible.html)			
Declaration Identifier (NetAF.Assets.Identifier.html) public InteractionCallback Interaction { get; } Item (NetAF.Assets.Item.html)			
Point2D (NetAF.Assets.Point2D.html)			
Point3D Type (NetAF.Assets.Point3D.html)			Description
Size (NetAF.Assets.Size.html) InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)			

Properties

Interaction

Get the interaction.
PlayerVisible
([NetAF.Assets.IPlayerVisible.html](#))

Declaration
Identifier
([NetAF.Assets.Identifier.html](#))
public InteractionCallback Interaction { get; }
Item ([NetAF.Assets.Item.html](#))

Point2D

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

Point3D

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

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

+ NetAF.Assets.Attributes

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

IsTakeable

+ NetAF.Assets.Characters

Get some of this takeable.

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

Declaration

+ NetAF.Assets.Interaction

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

public bool IsTakeable { get; }

+ NetAF.Assets.Locations

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

Property Value

+ NetAF.Commands

Type

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

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

Frame

Description

Methods

Interact(Item)

Interact with an item.

Declaration

```
(NetAF.Assets.ExaminableObject.h  
public InteractionResult Interact(Item item)  
    ExaminationCallback
```

Parameters

Type	Name	Description
ExaminationResult		

Item (NetAF.Assets.Item.html)	item	The item to interact with.
-------------------------------	------	----------------------------

ExaminationScene		
------------------	--	--

Returns		
---------	--	--

IExaminable

Type	NetAF.Assets.IExaminable.html	Description
------	-------------------------------	-------------

ItemContainer	InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	
---------------	---	--

(NetAF.Assets.IItemContainer.html)		
------------------------------------	--	--

IPlayerVisible		
----------------	--	--

(NetAF.Assets.IPlayerVisible.html)		
------------------------------------	--	--

RestoreFrom(ItemSerialization)

Restore this object from a serialization.

Item (NetAF.Assets.Item.html)

Point2D

(NetAF.Assets.Point2D.html)

Point3D

public void RestoreFrom(ItemSerialization serialization)

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Parameters

+ NetAF.Assets.Attributes

Type	Name	Description
(NetAF.Assets.Attributes.html)		

ItemSerialization	serialization	
-------------------	---------------	--

+ NetAF.Assets.Characters

(NetAF.Serialization.Assets.ItemSerialization.html)

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Implementation

NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Commands

InteractionWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

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

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame



[ExaminationObject](#)
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Point2D
(NetAF.Assets.Point2D.html)
Point3D
(NetAF.Assets.Point3D.html)
Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

[Conversation](#)

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

+ **NetAF.Commands.Frame**

X

Get the X position.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.ExaminationCallback)	

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

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

Y (NetAF.Assets.ExaminationScene.I)

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

Declaration

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible { get; }

(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value

(NetAF.Assets.Identifier.html)

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

Point2D

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

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Methods

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Equals(Point2D)

(NetAF.Assets.Characters.html)

(NetAF.Assets.Characters.htm)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public bool Equals(Point2D other)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type (NetAF.Commands.html)

Point2D (NetAF.Assets.Point2D.html)

+ NetAF.Commands

Conversation

Returns (NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

Type	Name	Description
Point2D (NetAF.Assets.Point2D.html)	other	An object to compare with this object.

Struct Point3D

Represents a three-dimensional point.

Filter by title

Implements

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

ExaminationRequest

Inherited Members

(NetAF.Assets.ExaminationRequest.html)

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

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

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

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

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

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

(NetAF.Assets.ItemContainer.html)

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

IPlayerVisible

Assembly: NetAF.dll

(NetAF.Assets.IPlayerVisible.html)

Syntax

Identifier

(NetAF.Assets.Identifier.html)

public [Point3D](https://learn.microsoft.com/dotnet/api/system.point3d) : IEquatable<Point3D>

Point2D

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

Constructors

Point3D (Point3DAttributes)

(NetAF.Assets.Attributes.html)

Represents a three-dimensional point.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

Name

Description

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

x

The x position.

+ NetAF.Commands

(NetAF.Commands.html)

y

The y position.

+ NetAF.Commands

(NetAF.Commands.html)

z

The z position.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Properties

X

Get the X position.

Declaration

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

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

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

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
[\(NetAF.Assets.ExaminationResult.html\)](#)

ExaminationScene

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

Get the Y position.
[ItemContainer](#)

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

IPlayerVisible

[public int Y { get; }](#)
Identifier

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

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

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

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

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

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

Z NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)
Get the Z position.

t NetAF.Assets.Characters

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

```
public int Z { get; }
```

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

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

+ NetAF.Commands.

Methods

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

+ NetAF.Commands.Frame

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

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

Declaration

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

Parameters

Type	Name	Description
NetAF.Assets.ExaminationCallback<ExaminationRequest> (NetAF.Assets.Point3D.html) (NetAF.Assets.ExaminationRequest.html)	other	An object to compare with this object.

Returns

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Type

Type	Description
bool	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).
Examinable	
ItemContainer	
PlayerVisible	

(NetAF.Assets.IPlayerVisible.html)

Identifier

Identifier	(NetAF.Assets.Identifier.html)
Item	(NetAF.Assets.Item.html)
IEquatable<T>	(https://learn.microsoft.com/dotnet/api/system.iequatable-1)
Point2D	(NetAF.Assets.Point2D.html)
Point3D	(NetAF.Assets.Point3D.html)
Size	(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Declaration

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

Property Value

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

Width

Get the width of the declaration.
[\(NetAF.Assets.ExaminationScene.html\)](#)

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

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

IPlayerVisible

Property Value
[Identifier](#)

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

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
[Point2D](#)

(NetAF.Assets.Point2D.html)

Point3D

(NetAF.Assets.Point3D.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Conversation](#)

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Region

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

Class Attribute

Provides a description of an attribute.

Filter by title

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

+ **NetAFAssets** ([\(NetAF.Attributes.html\)](#))

L Attribute

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

Implements

- **NetAFAssets.Attributes**

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

Serialization ([\(NetAF.Serialization.Attributes.AttributeSerialization.html\)](#))>

Attribute

Inherited Members

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

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

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

+ **NetAF.Commands**: IRestoreFromObjectSerialization<AttributeSerialization>

Conversation

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

Constructors

NetAF.Commands.Frame

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

Attribute(string, string, int, int)

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

Provides a description of an attribute.

+ **NetAF.Commands**.

Declaration

Persistence

([\(NetAF.Commands.Persistence.html\)](#)) string description, int minimum, int maximum)

+ **NetAF.Commands.Region**

Parameters

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

Name

Description

+ **NetAF.Commands.Scene**

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

name

Specify the name of the attribute.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	Specify the description of the attribute.
int (https://learn.microsoft.com/dotnet/api/system.int32) ▼	<i>minimum</i>	Specify the minimum limit of the attribute.
int (https://learn.microsoft.com/dotnet/api/system.int32) ▼	<i>maximum</i>	Specify the maximum limit of the attribute.

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

Get the attribute manager.
[\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

NetAF.Assets.Characters

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

public string Description { get; }

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

Type

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

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

+ NetAF.Commands

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

NetAF.Commands.

[Conversation](#)

Get the maximum limit of the attribute.
[\(NetAF.Commands.Conversation.html\)](#)

Declaration

+ NetAF.Commands.Frame

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

public int Maximum { get; }

+ NetAF.Commands.Global

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

Property Value

+ NetAF.Commands.

[Persistence](#)

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

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

+ NetAF.Commands.Region

Map

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

Get the minimum limit of the attribute.

+ NetAF.Commands.Scene

Declaration

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

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

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

Property Value

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

Methods

+ NetAF.Commands

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

FromSerialization(AttributeSerialization)

+ NetAF.Commands.

Create a new Attribute from a serialization.

Conversation

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

+ NetAF.Commands.Frame

public static Attribute FromSerialization(AttributeSerialization serialization)

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

Properties

+ NetAF.Commands.Global

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

Type

Name

Description

+ NetAF.Commands.

AttributeSerialization

serialization

The serialization to create the Attribute from.

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

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

Returns

+ NetAF.Commands.Region

Type

Description

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

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

+ NetAF.Commands.Scene

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

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

serialization

Description

The serialization to restore from.

Attribute

Implements
(NetAF.Assets.Attributes.Attribute.html)

AttributeManager

IRestoreFromObjectSerialization

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ **NetAF.Assets**

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ **NetAF.Assets.Characters**

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

(NetAF.Assets.Characters.html)

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

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

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

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

+ **NetAF.Assets.Locations**

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands**

class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Properties

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

Count

+ **NetAF.Commands.**

Get the number of attributes this manager has.

Persistence

Defined In:

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

public int Count { get; }

Map

(NetAF.Commands.RegionMap.html)

Property Value

+ **NetAF.Commands.Scene**

Type

(NetAF.Commands.Scene.html)

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

+ **NetAF.Conversations**

Description

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

public void Add(Attribute attribute, int value)
[\(NetAF.Assets.html\)](#)

- NetAF.Assets.Attributes

Parameters

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

Type Attribute

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

AttributeManager

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

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

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

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)
Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)
public void Add(string attributeName, int value)

+ NetAF.Commands

Parameters

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

+ NetAF.Commands.

Conversation

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

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

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

+ NetAF.Commands.Frame

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

GetAsDictionary().Global

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

Get all attributes as a dictionary.

+ NetAF.Commands.

Declaration

Persistence

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

public Dictionary<Attribute, int> GetAsDictionary()

+ NetAF.Commands.Region

RegionMap

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

Type	Description
Dictionary (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2) <Attribute (NetAF.Assets.Attributes.Attribute.html), int (https://learn.microsoft.com/dotnet/api/system.int32)>	A dictionary where the key are the attributes and the values are the values.
+ NetAF.Assets (NetAF.Assets.html) GetAttributes() - NetAF.Assets.Attributes Get all attributes. (NetAF.Assets.Attributes.html) Declaration Attribute (NetAF.Assets.Attributes.Attribute.html). public Attribute[] GetAttributes() (NetAF.Assets.Attributes.Attribute.html)	
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html) Type	Description
+ NetAF.Assets.Interaction Attribute (NetAF.Assets.Attributes.Attribute.html)[] (NetAF.Assets.Interaction.html)	An array of attributes.
+ NetAF.Assets.Locations GetValue(Attribute) (NetAF.Assets.Locations.html) Declaration Get the value of an attribute. (NetAF.Commands.html)	
+ NetAF.Commands. Conversation (NetAF.Commands.Conversation.html) Parameters + NetAF.Commands.Frame Type (NetAF.Commands.Frame.html)	Name Description
+ NetAF.Commands.Global (NetAF.Commands.Global.html) Returns	attribute The attribute.
+ NetAF.Commands. Persistence int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.Persistence.html)	Description
+ NetAF.Commands.Region Map GetValue(string) (NetAF.Commands.RegionMap.html) Get the value of an attribute.	The value.
+ NetAF.Commands.Scene Declaration (NetAF.Commands.Scene.html)	
+ NetAF.Conversations	

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

Parameters

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

+ NetAF.Assets

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

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

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
Attribute
(NetAF.Assets.Attributes.Attribute.html)

Remove(Attribute)

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

Remove an attribute.

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction
public void Remove(Attribute attribute)
([NetAF.Assets.Interaction.html](#))

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands.

Remove(string)

([NetAF.Commands.Conversation.html](#))
Remove an attribute.

+ NetAF.Commands.Frame

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

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

+ NetAF.Commands.

Persistence
([NetAF.Commands.Persistence.html](#))
string (<https://learn.microsoft.com/dotnet/api/system.string>)
The name of the attribute.

+ NetAF.Commands.Region

Map

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

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

Parameters

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

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

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

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

+ NetAF.Assets.Characters

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

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

[Subtract\(Attribute attribute, int value\)](#)

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

Parameters

+ NetAF.Commands.

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

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

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

Name

Description

attribute

The attribute.

+ NetAF.Commands.Frame

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

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

value

The value.

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Subtract a value from an attribute.

Persistence

Declaration

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

+ NetAF.Commands.Region

[Region](#)

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

Parameters

+ NetAF.Commands.Scene

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

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Conversations

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

Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

PlayableCharacter
Represents an object that can converse.
[\(NetAF.Assets.Characters.PlayableCharacter.html\)](#)

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Region**

Map

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

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

(**NetAF.Assets.Characters.html**)

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

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

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

IConverser

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

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

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

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

PlayableCharacter
([NetAF.Assets.Characters.Playable.html](#))>

Inherited Members

+ **NetAF.Assets.Interaction**

(**NetAF.Assets.Interaction.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

+ **NetAF.Assets.Locations**

(**NetAF.Assets.locations.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Commands**

ExaminableObject.Commands

(**NetAF.Commands.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

+ **NetAF.Commands**:

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)

(**NetAF.Commands.Conversation.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scope)

+ **NetAF.Commands.Frame**

ExaminableObject.IsPlayerVisible

(**NetAF.Commands.Frame.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

+ **NetAF.Commands.Global**

(**NetAF.Commands.Global.html**)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

sets_ExaminableSerialization_)

+ **NetAF.Commands**:

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

Persistence

object (NetAF.Commands.Persistence) (<https://learn.microsoft.com/dotnet/api/system.object>)

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

+ **NetAF.Commands.Region**

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

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

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

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

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

Assembly: NetAF.dll

Syntax



+ **NetAF.Assets**
Character : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<CharacterSerialization>

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

Properties

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

Character

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

IConverser

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

NonPlayableCharacter

Declaration

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

Property Value

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

Type

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

IsAlive

+ **NetAF.Commands.**

Get if this character is alive.

Conversation

Declaration

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

+ **NetAF.Commands.Frame**

public bool IsAlive { get; protected set; }

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

+ **NetAF.Commands.Global**

Property Value

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

Type

+ **NetAF.Commands.**

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

Persistence

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

NetAF.Commands.Region

Map

Get the items.

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

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

AddItem(Item)

Character

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

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public abstract NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

FIndItem(string, out Item, bool)

(NetAF.Commands.html)

Find an item.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Name

Description

+ NetAF.Commands.

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

itemName

The items name.

+ NetAF.Commands.Region

item

The item.

Map

(NetAF.Commands.RegionMap)

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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

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

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom_0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Properties

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

+ **NetAF.Commands.Conversation**

Conversation

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

Get the conversation.

+ **NetAF.Commands.Frame**

Declaration:

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

Conversation Conversation { get; }

+ **NetAF.Commands.Global**

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

Property Value

+ **NetAF.Commands.Persistence**

Type

Persistence

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

+ **NetAF.Commands.Region**

Map

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

+ **NetAF.Commands.Scene**

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

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

+ **NetAF.Commands**

Character.Interaction

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

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

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

+ **NetAF.Commands.**

Conversation

Character.AddItem (Item, bool)

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

System.Boolean_

Character.FindItem (string, Item, bool)

(NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetA

F_Assets_Item_System.Boolean_)

+ **NetAF.Commands.Global**

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

(NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_Net

AF_Assets_Characters_Character_)

+ **NetAF.Commands.**

Character.interact (Item)

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

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

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

Character.AddItem (Item)

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

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

Character.RemoveItem (Item)

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

Item_)

[+ NetAF.Commands.Scene](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

+ **NetAF Commands**
(NetAF.Commands.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Conversation
(NetAF.Commands.Conversation.html)

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

+ **NetAF.Commands.Frame**
(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**
(NetAF.Commands.Global.html)

Constructors

- **NetAF.Commands.**

Persistence
(NetAF.Commands.Persistence.html)

NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Commands.Region.html)

Map
Initializes a new instance of the NonPlayableCharacter class.
(NetAF.Commands.RegionMap.html)

Declaration

+ **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

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

Parameters

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

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

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

+ NetAF.Assets.Interaction

Initializes a new instance of the NonPlayableCharacter class.

+ NetAF.Assets.Locations

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

+ NetAF.Commands.

Parameters

Conversation

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

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

- NetAF.Assets.Characters

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

(NetAF.Assets.Characters.htm)

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

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

IConverser

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

(NetAF.Assets.Characters.IConverser.html)

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

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

(NetAF.Assets.Characters.NonPlay

ExaminationCallback (<https://learn.microsoft.com/dotnet/api/system.examination.callback>)

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

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Properties

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Conversation

Get the conversation.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

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

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

Property value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.htm

+ NetAF.Commands.

Persistence

Methods

(NetAF.Commands.Persistence

+ NetAF.Commands.Region

RestoreFrom(NonPlayableCharacterSerialization)

(NetAF.Commands.RegionMap

Restore this object from a serialization.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

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

Parameters

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

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

implements

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - ItemContainer ([NetAFAssets.ItemContainer.html](#))
 - IConverser
 - ([NetAFAssets.Characters.IConverser.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - INonPlayableCharacter
 - ([NetAFAssets.Characters.INonPlayableCharacter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
 - + **NetAFAssets.Interaction**
 - ([NetAFAssets.Interaction.html](#))
 - Inherited Members
 - + **NetAFAssets.Locations**
 - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)
 - ([NetAFAssets.Locations.html](#))
 - Character.Interaction
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)
 - + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
 - Character.HasItem(item, bool)
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean)
 - + **NetAFCommands.Conversation**
 - Character.FindItem(string, out Item, bool)
 - ([NetAFCommands.Conversation.html](#))
 - Character.FindItem(System.String, NetAF_Assets_Item, System.Boolean)
 - + **NetAFCommands.Frame**
 - Character.Give(Item, Character)
 - ([NetAFCommands.Frame.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Global)
 - Character.Give(NetAF_Assets_Global)
 - + **NetAFCommands.Global**
 - Character.AddItem(NetAF_Assets_Global)
 - ([NetAFCommands.Global.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)
 - + **NetAFCommands**
 - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
 - Character.Persistence(item)
 - ([NetAFCommands.Persistence.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_)
 - Character.RemoveItem(item)
 - + **NetAFCommands.RegionMap**
 - Character.Map()
 - ([NetAFCommands.RegionMap.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization_)
 - + **NetAFCommands.Scene**
 - ([NetAFCommands.Scene.html](#))
 - + **NetAF Conversations**

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

Parameters

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

Character

(NetAF.Assets.Characters.Character)

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

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter

Declaration
(NetAF.Assets.Characters.PlayableCharacter)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html)	<i>identifier</i>	The identifier.
Identifier (NetAF.Assets.Identifier.html)	<i>description</i>	The description.
CustomCommand (NetAF.Commands.CustomCommand.html)	<i>canConverse</i>	If this object can converse with an IConverser.
Item (NetAF.Assets.Item.html)[]	<i>items</i>	The items.
CustomCommand	<i>commands</i>	This objects commands.
InteractionCallback	<i>interaction</i>	The interaction.
ExaminationCallback	<i>examination</i>	The examination.

Map

(NetAF.Commands.RegionMap)

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

(NetAF.Commands.Scene.html)

Initializes a new instance of the PlayableCharacter class.

+ **NetAF.Commands.Scene**

Declaration

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



Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
Item (NetAF.Assets.Item.html)[] (NetAF.Assets.Characters.CharacterItem)	items	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) NonPlayableCharacter	interaction	The interaction.
ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html)	examination	The examination.

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

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

[NetAF.Assets.Locations](#) PlayableCharacter class.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)
PlayableCharacter(string identifier, string description, bool canConverse, It
em[] items = null, CustomCommand[] commands = null, InteractionCallback interaction

+ NetAF.Commands
InteractionCallback examination = null)

Conversation

(NetAF.Commands.Conversation.html)

Parameters

Type	Name	Description
string (NetAF.Commands.Frame.html)	identifier	The identifier.
string (NetAF.Commands.Global.html)	description	The description.
bool (NetAF.Commands.Persistence.html)	canConverse	If this object can converse with an IConverser.
Item (NetAF.Assets.Item.html)[]	items	The items.
CustomCommand (NetAF.Commands.RegionMap.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF.Commands.Scene		

InteractionCallback

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Implements

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
IItemContainer (NetAF.Assets.IItemContainer.html)
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

Character
(NetAF.Assets.Characters.Character.html)
IConverser
(NetAF.Assets.Characters.IConverser.html)
NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayableCharacter.html)
PlayableCharacter
(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF Conversations

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

Represents a result of an interaction.
+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

+ NetAF.Assets.Characters

Represents a reaction.
(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

Result (NetAF.Assets.Interaction.Result.html)

(NetAF.Assets.Interaction.html)

Represents a result.
IInteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

Interfaces

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

Enums

Reaction

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult.html)

Result

(NetAF.Assets.Interaction.Result.html)

+ NetAF.Assets.Locations

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

(NetAF.Assets.Locations.html)

Enumeration of reaction results.

+ NetAF.Commands

(NetAF.Commands.html)

Delegates

+ NetAF.Commands.

Conversation

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

(NetAF.Commands.Conversation.html)

Represents the callback for interacting with objects.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

public interface IInteractWithItem
[\(NetAF.Assets.Characters.html\)](#)

- NetAF.Assets.Interaction

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

Methods

InteractWithItem

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

InteractionCallback

InteractWithItem

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

InteractionEffect

InteractWithItem

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

InteractionResult

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

Reaction

InteractionResult Interact(Item item)

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

ReactionResult

Parameters

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

Type

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

Item

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

+ NetAF.Assets.Locations

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

Returns

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

+ **NetAF.Assets.Attributes**
Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)

Assembly: NetAF.dll
([NetAF.Assets.Attributes.html](#))

Syntax

+ **NetAF.Assets.Characters**

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

```
public delegate InteractionResult InteractionCallback(Item item)
```

- **NetAF.Assets.Interaction**

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

Type	Name	Description
InteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Item (NetAF.Assets.Item.html) InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	item	The item to interact with.

Returns
InteractionEffect

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

Reaction
(NetAF.Assets.Interaction.Reaction.html)
ReactionResult
(NetAF.Assets.Interaction.ReactionResult.html)
Result
(NetAF.Assets.Interaction.Result.html)

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax
(NetAF.Assets.Characters.htm)

- NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

Fields

Name InteractionEffect Description

FatalEffect	(NetAF.Assets.Interaction.InteractionEffect.FatalEffect)	A fatal effect to the interaction.
ItemUsedUp	(NetAF.Assets.Interaction.InteractionEffect.ItemUsedUp)	The item was used up.
NoEffect	(NetAF.Assets.Interaction.InteractionEffect.NoEffect)	No effect to the interaction on either the item or the target.
SelfContainedResult	(NetAF.Assets.Interaction.InteractionEffect.SelfContainedResult)	Any other self contained effect.
TargetUsedUp	(NetAF.Assets.Interaction.InteractionEffect.TargetUsedUp)	The target was used up.

(NetAF.Assets.Interaction.Result.htm)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

+ NetAFAssets.Characters

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

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

↳ InteractionResult

- NetAFAssets.Interaction

Inherited Members

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

ResultDescription ([NetAFAssets.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description](#))

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

InteractionCallback

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

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

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

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

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

([NetAFAssets.Interaction.Reaction.html](#))

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

ReactionResult

Assembly: NetAF.dll

([NetAFAssets.Interaction.Reaction.html](#))

Syntax

Result

([NetAFAssets.Interaction.Result.html](#))

```
public sealed class InteractionResult : Result
```

+ NetAFAssets.Locations

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

- NetAFCommands

([NetAFCommands.html](#))

- NetAFCommands

InteractionResult(InteractionEffect, Item)

Conversation

Initializes a new instance of the InteractionResult class.

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

Declaration

+ NetAFCommands.Frame

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

```
public InteractionResult(InteractionEffect effect, Item item)
```

+ NetAFCommands.Global

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

Parameters

+ NetAFCommands.

Persistence

InteractionEffect ([NetAFAssets.Interaction.InteractionEffect.html](#))

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

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

+ NetAFCommands.Region

Map

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

Type	Name	Description
InteractionEffect (NetAFAssets.Interaction.InteractionEffect.html)	effect	The effect of this interaction.
Item (NetAFAssets.Item.html)	item	The item used in this interaction.

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

+ NetAF.Assets.Characters

Parameters

(NetAF.Assets.Characters.html)

Type	Name	Description
- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) (NetAF.Assets.Interaction.InteractionEffect.html) InteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) InteractionCallback (NetAF.Assets.Interaction.InteractionEffect.html) string (https://learn.microsoft.com/dotnet/api/system.string)	effect	The effect of this interaction.
Item (NetAF.Assets.Item.html) InteractionResult (NetAF.Assets.Interaction.InteractionResult.html) Interaction (NetAF.Assets.Interaction.Interaction.html) Reaction (NetAF.Assets.Interaction.Reaction.html) ReactionResult (NetAF.Assets.Interaction.ReactionResult.html) Result (NetAF.Assets.Interaction.Result.html)	item	The item used in this interaction.
	descriptionOfEffect	A description of the effect.

Properties

(NetAF.Assets.Interaction.Reaction)

Reaction

Effect

InteractionEffect

Get the effect

(NetAF.Assets.Interaction.Result.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Commands.

Type

Conversation

InteractionEffect (NetAF.Assets.Interaction.InteractionEffect.html)

(NetAF.Commands.Conversation.html)

Description

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Item

+ NetAF.Commands.Global

Get the item used in the interaction.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence

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

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

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

▼

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
 - IIInteractWithItem
[\(NetAF.Assets.Interaction.IIInteractWithItem.html\)](#)
 - InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
 - InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
 - InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
 - Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - Result
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Conversation
[\(NetAF.Commands.Conversation.html\)](#)
- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Region**
Map
[\(NetAF.Commands.RegionMap.html\)](#)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

[NETAF Assets.Characters](#)

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

↳ Reaction

- **NetAF.Assets.Interaction**

Inherited Members

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

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

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

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>)

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: NetAF.dll

ReactionResult

Syntax

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

Result

public sealed class Reaction

+ **NetAF.Assets.Locations**

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

Constructors

+ **NetAF.Commands**

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

Reaction(ReactionResult, string)

+ **NetAF.Commands.**

Represents a reaction.

Conversation

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

+ **NetAF.Commands.Frame**

public Reaction(ReactionResult result, string description)

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

+ **NetAF.Commands.Global**

Parameters

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

Type

+ **NetAF.Commands.**

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

Persistence

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

string (NetAF.Commands.Persistence.html)

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

	Name	Description
Type		
Parameters		

+ **NetAF.Commands.Region**

Map

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

Properties

Description

Get a description of the result.

Declaration

+ [NetAF.Assets.Characters.cs](#)

(NetAF.Assets.Characters.htm)

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

- NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteract) string (https://learn.microsoft.com/dotnet/api/system.string)	

(NetAF.Assets.Interaction.IInteraction)

InteractionEffect

(NetAF.Assets.Interaction.IInteraction)

Result

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Get the result.

Reaction

Declaration

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

```
public ReactionResult Reaction { get; }
```

Result

(NetAF.Assets.Interaction.Result.html)

Property Value

Type	Description
(NetAF.Assets.Locations.html)	

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

- NetAF.Assets.Interaction

Syntax

(NetAF.Assets.Interaction.html)

```
public enum ReactionResult
{
    (NetAF.Assets.Interaction.IInteraction)
    InteractionCallback
    (NetAF.Assets.Interaction.IInteraction)
    InteractionEffect
    (NetAF.Assets.Interaction.IInteraction)
    InteractionResult
}
```

Fields

Name	Description
Error	An error occurred.
GameModeChanged	The game mode was changed.
Inform	The user should be informed.
Silence	The user should not be informed.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Get the description.

Declaration

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

Property Value

- NetAF.Assets.Interaction	Description
(NetAF.Assets.Interaction.html) string (https://team.microsoft.com/dotnet/api/system.string)	
IInteractWithItem	
(NetAF.Assets.Interaction.IInteractWithItem.html)	
InteractionCallback	
(NetAF.Assets.Interaction.InteractionCallback.html)	
InteractionEffect	
(NetAF.Assets.Interaction.InteractionEffect.html)	
InteractionResult	
(NetAF.Assets.Interaction.InteractionResult.html)	
Reaction	
(NetAF.Assets.Interaction.Reaction.html)	
ReactionResult	
(NetAF.Assets.Interaction.ReactionResult.html)	
Result	
(NetAF.Assets.Interaction.Result.html)	
+ NetAF.Assets.Locations	
(NetAF.Assets.Locations.html)	
+ NetAF.Commands	
(NetAF.Commands.html)	
+ NetAF.Commands.	
Conversation	
(NetAF.Commands.Conversation.html)	
+ NetAF.Commands.Frame	
(NetAF.Commands.Frame.html)	
+ NetAF.Commands.Global	
(NetAF.Commands.Global.html)	
+ NetAF.Commands.	
Persistence	
(NetAF.Commands.Persistence.html)	
+ NetAF.Commands.Region	
Map	
(NetAF.Commands.RegionMap.html)	
+ NetAF.Commands.Scene	
(NetAF.Commands.Scene.html)	

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)
Represents an exit from a room.

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.Locations.Matrix.html)

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

Region (NetAF.Assets.Locations.Region.html)

Exit

Represents a region.
(NetAF.Assets.Locations.Exit.html)

Matrix

Room (NetAF.Assets.Locations.Room.html)

Overworld

Represents a room.
(NetAF.Assets.Locations.Overworld)

Region

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)

Room

Represents a room position.
(NetAF.Assets.Locations.Room.html)

RoomPosition

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoint.html)

Enums

(NetAF.Commands.html)

+ NetAF.Commands

Direction (NetAF.Assets.Locations.Direction.html)

Conversation

Enumeration of directions.

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Enum Direction

Enumeration of directions.

Filter by title

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

(NetAF.Assets.Attributes.html)

Assembly: NetAF.dll

Syntax

(NetAF.Assets.Characters.htm

 public enum Direction

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

Extension Methods

ViewPoint

(NetAF.Extensions.Location.ViewPoint)

DirectionExtensions_Inverse(Direction)

(NetAF.Extensions.DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction_)

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **NetAF.Assets.Characters** ([https://learn.microsoft.com/dotnet/api/system.object](#))
(NetAF.Assets.Characters.html)

↳ Exit

+ **NetAF.Assets.Interaction**

Implements

(NetAF.Assets.Interaction.html)

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

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

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

Direction

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

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

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

Exit

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

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

Inherited Members

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

ExaminableObject.Examination

Overworld

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

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

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

Region

ExaminableObject.Description

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

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

Room

ExaminableObject.Commands

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

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

RoomPosition

ExaminableObject.Attributes

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

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

ViewPoint

ExaminableObject.Examine(ExaminationScene)

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

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

Scope

+ **NetAF.Commands**

ExaminableObject.IsPlayerVisible

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

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

+ **NetAF.Commands**

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

sets_ExaminableSerialization)

+ **NetAF.Commands.Conversation**

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

+ **NetAF.Commands.Frame**

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

equals(system-object-system-object))

+ **NetAF.Commands.Global**

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

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

Persistence

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

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

Assembly: NetAF.dll

+ **NetAF.Commands.Region**

Syntax

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

▼

Constructors

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

**Exit(Direction, bool, Identifier, Description, CustomCommand[],
InteractionCallback, ExaminationCallback)**

(NetAF.Assets.Interaction.html)

Initializes a new instance of the Exit class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
Direction  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
l (NetAF.Assets.Locations.Direction.  
l Description description = null, CustomCommand[] commands = null, InteractionCallb  
ack interaction = null, ExaminationCallback examination = null)  
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Region (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) Room	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Locations.Room.html)	identifier	An identifier for the exit.
RoomPosition Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.RoomPosition.html)	description	A description of the exit.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Locations.ViewPoint.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF.Commands ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Commands.html)	examination	The examination.

+ NetAF.Commands.

Conversation

Properties

Commands.Conversation

+ NetAF.Commands.Frame

Direction (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Get the direction of the exit.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

PersistenceDirection { get; }

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Property Value

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	

Interaction

Get the Interaction.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public InteractionCallback Interaction { get; }

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type
Direction

Interaction (NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

IsLocked

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get if this Exit is locked.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

public bool IsLocked { get; }

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property Value

(NetAF.Assets.Locations.RoomPos.html)

Type
ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

Interact(Item)

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Interact with an item.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

public InteractionResult Interact(Item item)

+ NetAF.Commands.

Persistence

Parameters
(NetAF.Commands.Persistence.html)

+ NetAF.Commands Region

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

Returns

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Lock()

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Lock(

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

RestoreFrom(ExitSerialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Restore this object from a serialization.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	serialization	The serialization to restore from.

+ NetAF.Commands

(NetAF.Commands.html)

Unlock()

NetAF.Commands.

Conversation

Unlock this exit.

(NetAF.Commands.Conversation.html)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

public void Unlock()

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Commands.Region

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

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

▼

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

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

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

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

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

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

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

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

Matrix (NetAF.Assets.Locations.Matrix.html) (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

Room (NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

+ Matrix(RoomPosition[])

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

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

Name

Description

roomPositions

The rooms to be represented.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ NetAF.Commands.Region

Matrix

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

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

Conversation

Parameters

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

Name

Description

x

The x position.

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.html)

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

y

The y position.

z

The z position.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Region

Room (<https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html>)

Description

The room.

Width

Get the width of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room.

(NetAF.Assets.Locations.Room.html)

Type

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

Type	Description

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

Type	Description

The rooms, as a one dimensional array.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

Implementation

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

IExaminable ([NetAF.Assets.Examinable.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
Direction
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable
([NetAF.Assets.Direction.html](#))
Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
Exit
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld
([NetAF.Assets.Direction.Exit.html](#))
Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>
Matrix

Inherited Members

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

Overworld
ExaminableObject.Examination
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)
Region
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
Room
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)
([NetAF.Assets.Locations.Room.html](#))
ExaminableObject.Commands
RoomPosition
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)
([NetAF.Assets.Locations.RoomPosition.html](#))
ExaminableObject.Attributes
ViewPoint
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)
([NetAF.Assets.Locations.ViewPoint.html](#))
ExaminableObject.IsPlayerVisible

+ [NetAF.Commands](#)

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

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)

+ [NetAF.Commands.Conversation](#)

Conversation

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

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

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

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

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

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

+ [NetAF.Commands.Global](#)

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

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

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

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

Assembly NetAF.dll

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

+ [NetAF.Commands.Region](#)

Map

... - - - - -

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

▼ Constructors

(NetAF.Assets.Characters.html)

OverWorld(Identifier, Description, CustomCommand[], ExaminationCallback)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
public Overworld(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    Exit
    (NetAF.Assets.Locations.Exit.html)
```

Parameters

Type	Name	Description
Overworld		
Identifier (NetAF.Assets.Identifier.html)	identifier	The identifier for this overworld.
Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html)	description	A description of this overworld.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition (NetAF.Assets.Room.html)		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

(NetAF.Assets.Locations.RoomPos)

ViewPoint

Overworld(string, string, CustomCommand[], ExaminationCallback)

+ NetAF.Commands

Initializes a new instance of the overworld class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

```
Overworld(string identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

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

Identifier

Description

The identifier for this overworld.

string (https://learn.microsoft.com/dotnet/api/system.string)

Description

A description of this overworld.

+ NetAF.Commands.

Persistence

CustomCommand (NetAF.Commands.CustomCommand.html)[]

Commands

This objects commands.

(NetAF.Commands.Persistence.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

Examination

The examination.

+ NetAF.Commands.Region

Map

... - - - - -

Properties

CurrentRegion

Get the current region.

Declaration

(NetAF.Assets.Characters.htm)

```
public Region CurrentRegion { get; }
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

- NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Region (NetAF.Assets.Locations.Region.html)

 Direction (NetAF.Assets.Locations.Direction.html)

 (NetAF.Assets.Locations.Direction.html)

 Exit

 (NetAF.Assets.Locations.Exit.html)

Regions

Matrix

Get the NetAF.Assets.Locations.Matrix.htm

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.html)

Region

```
public Region[] Regions { get; }
```

Room

Property Value

RoomPosition

Type (NetAF.Assets.Locations.RoomPosition.html)

Region (NetAF.Assets.Locations.Region.html)[]

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

Methods

+ NetAF.Commands.

Conversation

AddRegion(Region) Conversations

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

```
public void AddRegion(Region region)
```

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence

Type (NetAF.Commands.Persistence.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Commands.Region

Map

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Move to a region.

Declaration

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
(NetAF.Assets.Characters.html) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	region	The region to move to.

Returns

- **NetAF.Assets.Locations**

Type	Description
bool Direction (learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction. Exit (NetAF.Assets.Locations.Exit.html)	True if the region could be moved to, else false.

RemoveRegion(Region)

Remove a region from this overworld.
Overworld

Declaration

```
public void RemoveRegion(Region region)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.ViewPoint.html)	region	The region to remove.

+ **NetAF.Commands**

(NetAF.Commands.html)

RestoreFrom(OverworldSerialization)

+ **NetAF.Commands.**

Restore this object from a serialization.

Conversation

Declaration

(NetAF.Commands.Conversati

+ **NetAF.Commands.Frame**

public void RestoreFrom(OverworldSerialization serialization)

(NetAF.Commands.Frame.html)

+ **NetAFCommands.Global**

Parameters
(NetAF.Commands.Global.html)

Type	Name	Description
OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)	serialization	The serialization to restore from.

+ **NetAFCommands.Region**

Map

Implements

IExaminable ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

▼

([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

- **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

... -- - . - . - ..

Class Region

Represents a region.

Filter by title

Inheritance

+ **NetAFAssetsInteraction**

([Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFAssetsInteraction.html\)](#))

↳ Region

- **NetAFAssetsLocations**

Implements

([NetAFAssetsLocations.html](#))

IExaminable (NetAFAssets.IExaminable.html)

Direction

IPlayerVisible (NetAFAssets.IPlayerVisible.html)

([NetAFAssetsLocations.Direction.html](#))

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable

Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

([NetAFAssetsLocations.Exit.html](#))

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Region

Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

([NetAFAssetsLocations.Matrix.html](#))

Inherited Members

↳ Overview

([NetAFAssetsLocations.Overview.html](#))

ExaminableObject.Examination

Region

([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))

([NetAFAssetsLocations.Region.html](#))

ExaminableObject.Identifier (NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

Room

ExaminableObject.Description

([NetAFAssetsLocations.Room.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

([NetAFAssetsLocations.RoomPos.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

([NetAFAssetsLocations.ViewPoint.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ **NetAFCommands**

([NetAFCommands.html](#))

↳ Conversation

([NetAFCommands.Conversation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAFCommands.Conversation.html](#))

+ **NetAFCommandsFrame**

([NetAFCommandsFrame.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAFCommandsGlobal**

([NetAFCommandsGlobal.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAFCommandsPersistence**

Namespace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssetsLocations.html)

Assembly: NetAF.dll

([NetAFCommands.Persistence.html](#))

Syntax

+ **NetAFCommandsRegion**

Map

([NetAFCommandsRegionMap.html](#))

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description, CustomCommand[], ExaminationCallback)

NetAF.Assets.Locations

Initializes a new instance of the Region class.

[\(NetAF.Assets.Locations.html\)](#)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction
public Region(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	This Regions identifier.
Region (NetAF.Assets.Region.html)		
Description (NetAF.Assets.Description.html)	description	The description of this Region.
Room		
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Region(string, string, CustomCommand[], ExaminationCallback)

[+ NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Initializes a new instance of the Region class.

+ NetAF.Commands.

Declaration

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

```
(NetAF.Commands.Conversation
public Region(Identifier identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

[+ NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

Parameters

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[+ NetAF.Commands.](#)

[\(NetAF.Commands.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.Persistence.html\)](#)

[+ NetAF.Commands.Region](#)

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

Rooms

Get the number of rooms region contains.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations; }

(NetAF.Assets.Locations.html)

Properties

Direction

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	int (https://learn.microsoft.com/dotnet/api/system.int32)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

AddRoom(Room, int, int, int)

(NetAF.Assets.Locations.Room.html)

Add Room position's region.

(NetAF.Assets.Locations.RoomPos.html)

Declaration

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

public bool AddRoom(Room room, int x, int y, int z)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

Type	Name	Description
Conversation (NetAF.Commands.Conversation.html)	room	The room to add.
int (https://learn.microsoft.com/dotnet/api/system.int32)	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.

(NetAF.Commands.Global.html)

Returns

+ NetAF.Commands.

Type Persistence

(NetAF.Commands.Persistence.html)

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

+ NetAF.Commands.Region

Map

Examine(ExaminationScene)

(NetAF.Commands.RegionMap.html)

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

Returns

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	
ExaminationResult (NetAF.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

Matrix

Overrides

Overworld

ExaminableObject.Examine(ExaminationScene)

[\(NetAF.Assets.Locations.Overworld.html\)](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

Get an adjoining room to the Room's CurrentRoom property.

ViewPoint

Declaration

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

GetAdjoiningRoom(Direction direction)

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Commands

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)

Name

Description

direction The direction of the adjoining Room.

+ NetAF.Commands.Frame

Return

[\(NetAF.Commands.Frame.html\)](#)

+ Type

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

Description

Room
[\(NetAF.Assets.Locations.Room.html\)](#) The adjoining Room.

+ NetAF.Commands

Persistence

GetAdjoiningRoom(Direction, Room)

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

Declaration

[\(NetAF.Commands.RegionMap.html\)](#)

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html)	direction	The direction of the adjoining room.
+ NetAF.Assets.Room.html (NetAF.Assets.Interaction.html)	room	The room to use as the reference.

Returns

- NetAF.Assets.Locations

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The adjoining room.

(NetAF.Assets.Direction.Exit)
Exit

(NetAF.Assets.Locations.Exit.html)
Matrix

Get the position of a room.
Overworld

Declaration
(NetAF.Assets.Locations.Overworld)

Region

```
public RoomPosition GetPositionOfRoom(Room room)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters
RoomPosition

Type	Name	Description
ViewPoint Room (NetAF.Assets.Locations.Room.html)	room	The room.

+ NetAF.Commands

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	The position of the room.

Conversation

(NetAF.Commands.Conversation)

JumpToRoom(Point3D)

(NetAF.Commands.Frame.html)
Jump to a room.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

Type	Name	Description
NetAF.Commands.Region Map (NetAF.Assets.Point3D.html)	location	The location of the room.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Move(Direction)

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))
Declaration

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
Direction

Parameters
NetAF.Assets.Locations.Direction.
Type

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		

Matrix
([NetAF.Assets.Locations.Direction.html](#))
([NetAF.Assets.Locations.Matrix.html](#))

Overworld

Type	Description
Region (NetAF.Assets.Locations.Region.html)	True if the move was successful, else false.

Room

([NetAF.Assets.Locations.Room.html](#))
RoomPosition

RestoreFrom(RegionSerialization)

([NetAF.Assets.Locations.Room.html](#))
ViewPoint

Restore this object from a serialization.
([NetAF.Assets.Locations.ViewPoint.html](#))

Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))
public void RestoreFrom(RegionSerialization serialization)

+ NetAF.Commands.

Conversation

Parameters
([NetAF.Commands.Conversation.html](#))

Type	Name	Description
RegionSerialization (NetAF.Commands.Frame.html) (NetAF.Serialization.Assets.RegionSerialization.html)	serialization	The serialization to restore from.

+ NetAF.Commands.Global

([NetAF.Commands.Global.html](#))

SetStartRoom(Room)

+ NetAF.Commands.

Persistence

Set the room to start in.
([NetAF.Commands.Persistence.html](#))
Declaration

+ NetAF.Commands.Region

Maplic void SetStartRoom(Room room)

([NetAF.Commands.RegionMap.html](#))

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The Room to start in.

SetStartRoom(int, int, int)

Sets the room to start in.

(NetAF.Assets.Interaction.html)
Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html) *x, int y, int z*

Direction

Parameters: Locations.Direction.

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		
int (Matrix/learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Matrix.htm)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) OverWorld	y	The y position.

int (https://learn.microsoft.com/dotnet/api/system.int32)
Region

(NetAF.Assets.Locations.Region.html)

Room

ToMatrix()

(NetAF.Assets.Locations.Room.html)

RoomPosition

Get this region as a 3D matrix of rooms.
(NetAF.Assets.Locations.RoomPos.html)

Declaration:

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Type	Description
Conversation (NetAF.Commands.Conversation.html)	This region, as a 3D matrix.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

TryFindRoom(string, out Room)

+ NetAF.Commands.Global

Try and find a room within this region.

(NetAF.Commands.Global.html)

Declaration:

+ NetAF.Commands.

Persistence

public bool TryFindRoom(string name, out Room room)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Parameters

Map

(NetAF.Commands.RegionMap.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	room	The room, if found, else null.

Returns

Type	Description
+ NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	True if the room could be found, else false.

- NetAF.Assets.Locations

UnlockDoorPair(Direction)

Direction
Unlock a pair of doors in a specified direction in the CurrentRoom.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public bool UnlockDoorPair(Direction direction)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to unlock in.

Room (NetAF.Assets.Locations.Room.html)

RoomPosition

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

+ NetAF.Commands

(NetAFCommands.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

Conversation

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Commands.Conversation.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

Class Room

Represents a room

Filter by title

Inheritance

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- NetAF.Assets.Locations

↳ Room

(NetAF.Assets.Locations.html)

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ NetAF.Assets.Direction

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ NetAF.Assets.Exit

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ NetAF.Assets.Matrix

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ NetAF.Assets.Overworld

↳ NetAF.Serialization.Assets.RoomSerialization

Region

Inherited Members

↳ NetAF.Assets.Locations.Region

Room

ExaminableObject.Examination

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_Examination

RoomPosition

ExaminableObject.Identifier

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_Identifier

ExaminableObject.Description

ViewPoint

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_Description

ExaminableObject.Commands

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_Commands

ExaminableObject.Attributes

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_Attributes

ExaminableObject.PlayerVisible

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_IsPlayerVisible

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ NetAF.Assets.ExaminableObject

↳ NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

sets_ExaminableSerialization

object ([>https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([>https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() ([>https://learn.microsoft.com/dotnet/api/system.object.gethashcode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

object.GetType() ([>https://learn.microsoft.com/dotnet/api/system.object.gettype](https://learn.microsoft.com/dotnet/api/system.object.gettype))

Persistence

object.ReferenceEquals(object, object) ([>https://learn.microsoft.com/dotnet/api/system.object.referenceequals](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))

object.ToString() ([>https://learn.microsoft.com/dotnet/api/system.object.tostring](https://learn.microsoft.com/dotnet/api/system.object.tostring))

NetAF.Commands.Region (NetAF.Commands.Region.html).Locations (NetAF.Assets.Locations.html)

Assembly: NetAF.dll

Syntax: [NetAF.Commands.RegionMap](#)

+ NetAF Commands Scene

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

Room(Identifier, Description, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Assets.Locations](#)
[NetAF.Assets.Locations.html](#))

Initializes a new instance of the Room class.

 Direction

 Declaration
 Exit

```
    (NetAF.Assets.Locations.Exit.html)
    public Room(Identifier identifier, Description description, Exit[] exits = null, Item[]
m] Items = null, CustomCommand[] commands = null, InteractionCallback interaction =
n(NetAF.Assets.Locations.Matrix.htmnull, ExaminationCallback examination = null)
    Overworld
```

 (NetAF.Assets.Locations.Overworld)

Parameters

Region

Type	Name	Description
Room		
Identifier (NetAF.Assets.Identifier.html)	identifier	This rooms identifier.
RoomPosition		
Description (NetAF.Assets.Description.html)	description	This rooms description.
(NetAF.Assets.RoomPos		
Exit (NetAF.Assets.Locations.Exit.html)[]	exits	The exits from this room.
(NetAF.Assets.Locations.ViewPoin		
Item (NetAF.Assets.Item.html)[]	items	The items in this room.
+ NetAF Commands		
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
(NetAF.Commands.html)		
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF Commands.		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

([NetAF.Commands.Conversati](#)

+ [NetAF.Commands.Frame](#)

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Commands.Frame.html](#))

+ [NetAF.Commands.Global](#)

Initializes a new instance of the Room class.

([NetAF.Commands.Global.html](#))

Declaration

+ [NetAF.Commands.](#)

Persistence

```
    public Room(string identifier, string description, Exit[] exits = null, Item[] items
(NetAF.Commands.Persistence)[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

+ [NetAF.Commands.Region](#)

Map

Parameters

([NetAF.Commands.RegionMap](#))

+ [NetAF Commands Scene](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html) [▼]	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html) [+] + NetAF.Assets.Interaction	<i>items</i>	The items in this room.
Custom Command (NetAF.Commands.CustomCommand.html) [+] (NetAF.Assets.Interaction.html)	<i>commands</i>	This objects commands.
- NetAF.Assets.Locations	<i>interaction</i>	The interaction.
(NetAF.Assets.Locations.html) ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Direction
 (NetAF.Assets.Locations.Direction.html)
 Exit
 (NetAF.Assets.Locations.Exit.html)
 Matrix
 (NetAF.Assets.Locations.Matrix.html)

Properties

Characters
 (NetAF.Assets.Locations.Overworld.html)
 Get the characters in this Room.
 Region
 (NetAF.Assets.Locations.Region.html)
 Declaration
 Room
 (NetAF.Assets.Locations.Room.html)
 public NonPlayableCharacter[] Characters { get; }
 RoomPosition
 (NetAF.Assets.Locations.RoomPosition.html)

Property Value

Type	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) [+] (NetAF.Commands.html)	

+ NetAF.Commands.

EnteredFrom

(NetAF.Commands.Conversation.html)
 Get which direction this Room was entered from.

+ NetAF.Commands.Frame

Declaration
 (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

EnteredFrom { get; }
 (NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Persistence
 (NetAF.Commands.Persistence.html)
 Direction (<NetAF.Assets.Direction.html>)?

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Get the exits.

Declaration

```
public Exit[] Exits { get; }
```



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Exit (NetAF.Assets.Locations.Exit.html)[]

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

HasBeenVisited

(NetAF.Assets.Locations.Direction.

Exit

Get if this location has been visited.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

```
public bool HasBeenVisited { get; }
```

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

Interaction (NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get the Interaction.

(NetAF.Commands.html)

Declaration

+ **NetAF.Commands.**

Conversation actionCallback Interaction { get; }

(NetAF.Commands.Conversati

Property Value

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Description

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

this[Direction]

Persistence

(NetAF.Commands.Persistence

Get an exit.

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap) [Direction] { get; }

+ **NetAF Commands Scene**

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of an exit.

Property Value

Type	Description
+ NetAF.Assets.Interaction.Exit (NetAF.Assets.Locations.Exit.html)	The exit.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Items

Direction

Get the direction.

Exit

Declaration
(NetAF.Assets.Locations.Exit.html)

Matrix

public Item[] Items { get; }

Overworld

Property Value
(NetAF.Assets.Locations.Overworld)

Region

Type
(NetAF.Assets.Locations.Region.html)

Room

Item (NetAF.Assets.Item.html)[]
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos)

UnlockedExits

ViewPoint

(NetAF.Assets.Locations.ViewPoint)
Get all unlocked exits.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

Conversation

Property Value
(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Exit (NetAF.Assets.Locations.Exit.html)[]

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Methods

Persistence

(NetAF.Commands.Persistence)

AddCharacter(NonPlayableCharacter)

+ NetAF.Commands.Region

Add a character to this room.

Map (NetAF.Commands.RegionMap)

Declaration

+ NetAF Commands Scene

```
public void AddCharacter(NonPlayableCharacter character)
```

Parameters

Type	Name	Description
NonPlayableCharacter + NetAF.Assets.Interaction (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	character	The character to add.

- NetAF.Assets.Locations

AddItem([Item](#)) (NetAF.Assets.Locations.html)

Direction
Add an item.
(NetAF.Assets.Locations.Direction.html)

Declaration
Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
public void AddItem(Item item)
(NetAF.Assets.Locations.Matrix.html)

Overworld
Parameters
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to add.

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

```
public bool CanMove(Direction direction)
```

+ NetAF.Commands.

Conversation

Parameters
(NetAF.Commands.Conversation.html)

Type	Name	Description
Frame (NetAF.Commands.Frame.html)	direction	The direction to test.

+ NetAF.Commands.Global

Returns
(NetAF.Commands.Global.html)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If a move in the specified direction is possible.

+ NetAF.Commands.Persistence

(NetAF.Commands.RegionMap.html)

ContainsCharacter([NonPlayableCharacter](#), bool)

Map

Get if this Room contains a character.

(NetAF.Commands.RegionMap.html)

Declaration
+ NetAF.Commands Scene

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character.
- NetAF.Assets.Locations b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Exit

Returns ([NetAF.Assets.Locations.Exit.html](#))

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	True if the item is in this room, else false.

Overworld

([NetAF.Assets.Locations.Overworld.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))

ContainsCharacter(string, bool)

Get if this Room contains a character.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

+ NetAF.Commands

([NetAF.Commands.html](#))

Parameters

Type	Name	Description
+ NetAF.Commands.Conversation string (NetAF.Commands.Conversation.html)	characterName	The character name to check for.
+ NetAF.Commands.Frame bool (NetAF.Commands.Frame.html)	includeInvisibleCharacters	Specify if invisible characters should be included.
+ NetAF.Commands.Global (NetAF.Commands.Global.html)		

+ NetAF.Commands.

Returns

Type	Description
+ NetAF.Commands.Persistence bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

ContainsExit(Direction, bool)

+ NetAF Commands Scene

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

+ **NetAF.Assets.Interaction**

Type

([NetAF.Assets.Interaction.html](#))

Direction ([NetAF.Assets.Locations.Direction.html](#))

Name

Description

direction

The direction of the exit to check for.

- **NetAF.Assets.Locations**

bool

([NetAF.Assets.Locations.html](#))

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

includeInvisibleExits

Specify if invisible exits should be included.

([NetAF.Assets.Locations.Direction.html](#))

Exit

Returns ([NetAF.Assets.Locations.Exit.html](#))

Type

([NetAF.Assets.Locations.Matrix.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

([NetAF.Assets.Locations.Overworld.html](#))

Region

ContainsExit(bool)

Room

Get if NetAF.Room contains an exit.

RoomPosition

Declaration ([NetAF.Assets.Locations.RoomPos.html](#))

ViewPoint

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

+ **NetAF.Commands**

Parameters

([NetAF.Commands.html](#))

Type

+ **NetAF.Commands.**

bool

Conversation

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Commands.Conversation.html](#))

Name

Description

includeInvisibleExits

Specify if invisible exits should be included.

+ **NetAF.Commands.Frame**

Returns ([NetAF.Commands.Frame.html](#))

Type

+ **NetAF.Commands.Global**

bool

([NetAF.Commands.Global.html](#))

Description

True if the exit exists, else false.

+ **NetAF.Commands.**

Persistence

ContainsInteractionTarget(string)

Get NetAF.Commands Region target.

Map

Declaration ([NetAF.Commands.RegionMap.html](#))

+ **NetAF Commands Scene**

```
public bool ContainsInteractionTarget(string targetName)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction	targetName	The name of the target to check for.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction	True if the target is in this room, else false.

(NetAF.Assets.Locations.Direction.

Exit

ContainsItem(Item)

Matrix

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html)
Room

(NetAF.Assets.Locations.Room.htm

Parameters

Type	Name	Description
(NetAF.Assets.Locations.RoomPosition.html) ViewPoint	item	The item to check for.

+ NetAF.Commands

Returns

(NetAF.Commands.html)

Type	Description
+ NetAF.Commands. bool (https://learn.microsoft.com/dotnet/api/system.boolean) Conversation	True if the item is in this room, else false.

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

ContainsItem(String, bool)

(NetAF.Commands.Frame.html)

Get if this Room contains an item.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

+ NetAF.Commands

public bool ContainsItem(string itemName, bool includeInvisibleItems = false)

Persistence

(NetAF.Commands.Persistence.html)

Parameters

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The item name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify if invisible items should be included.

+ [NetAF.Assets.Interaction.html](#)

Returns

- [NetAF.Assets.Locations](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.html)	True if the item is in this room, else false.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Examine([ExaminationScene](#))

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)
Handle examination this Room.
Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)
Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters

RoomPosition

Type	Name	Description
(NetAF.Assets.Locations.RoomPosition.html) ViewPoint		

+ [NetAF.Commands](#)

- [\(NetAF.Commands.html\)](#)

Returns

Type	Description
(NetAF.Commands.Examination.html) Conversation	The result of this examination.

Overrides

- [\(NetAF.Commands.Frame.html\)](#)

ExaminingObject.Examine([ExaminationScene](#))

[\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination\)](#)

+ [NetAF.Commands.Global](#)

- [\(NetAF.Commands.Global.html\)](#)

+ [\(NetAF.Commands.FindCharacter.html\)](#)

Persistence

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

- [\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ [NetAF.Commands.Region](#)

Map

[public bool FindCharacter\(string characterName, out NonPlayableCharacter character\)](#)

- [\(NetAF.Commands.RegionMap.html\)](#)

+ [NetAF Commands Scene](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	characterName	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character name.

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

- NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

Description

True if the character was found.

Direction

(NetAF.Assets.Direction.[Direction.html](#))

FindCharacter(string, out NonPlayableCharacter, bool)

[Exit](#)

(NetAF.Assets.Direction.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Direction.Matrix.html)

Overworld

(NetAF.Assets.Direction.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Direction.Region.html)

Room

Parameters

(NetAF.Assets.Direction.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Direction.RoomPosition.html)	characterName	The character name.
String ViewPoint (https://learn.microsoft.com/dotnet/api/system.string)	character	The character.
+ NetAF.Commands	includeInvisibleCharacters	Specify if invisible characters should be included.
(NetAF.Commands.html)		
(NetAF.Assets.Characters.NonPlayableCharacter.html)		
+ NetAF.Commands.		
Conversation		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		
+ NetAF.Commands.Frame		
(NetAF.Commands.Frame.html)		

Returns

Type	Description
(NetAF.Commands.Global.html)	True if the character was found.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

FindExit(Direction, bool, out Exit)

+ NetAF.Commands.Region

Find an exit.

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction	direction	The exits direction.
bool (NetAF.Assets.Interaction.html (https://learn.microsoft.com/dotnet/api/system.boolean)) - NetAF.Assets.Locations	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) Direction	exit	The exit.

Returns
Exit

Type	Description
Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Matrix.htm)	True if the exit was found.

Overworld

(NetAF.Assets.Locations.Overworld)

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)
Find an interaction target.

Room

(NetAF.Assets.Locations.Room.html)
Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)
ViewPoint

(NetAF.Assets.Locations.ViewPoint)

Parameters

+ NetAF.Commands

Type	Name	Description
(NetAF.Commands.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.

+ NetAF.Commands

Type	Description
IConversation (NetAF.Assets.Interaction.IInteractWithItem.html)	target

(NetAF.Commands.Conversation)

Returns

+ NetAF.Commands.Frame

Type	Description
(NetAF.Commands.Frame.html)	

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target was found.
--	-------------------------------

(NetAF.Commands.Global.html)

+ NetAF.Commands

FindItem(string, out Item)

Persistence

Find (NetAF.Commands.Persistence) whose ExaminableObject.IsPlayerVisible property is set to false

NetAF.Commands.Region

Map

public bool FindItem(string itemName, out Item item)

+ NetAF Commands Scene

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	item	The item

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

- NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

Description

True if the item was found

Direction

(NetAF.Assets.Locations.Direction.html)

FindItem(string, out Item, bool)

Exit

(NetAF.Assets.Locations.Exit.html)

Find an item.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Parameters

Room

Type	Name	Description
NetAF.Assets.Locations.Room.html		
RoomPosition		
string (NetAF.Assets.Locations.RoomPosition.html)	itemName	The items name.
ViewPoint (https://learn.microsoft.com/dotnet/api/system.string)		
Item (NetAF.Commands.html)	item	The item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify is invisible items should be included.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Type

- NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the item was found.

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

HasLockedExitInDirection(Direction, bool)

Type

- NetAF.Commands.Persistence

Get if this room has a visible locked exit in a specified direction.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Commands.Region

Map

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits)

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF Commands Scene

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction	If there is a locked exit in the specified direction.

HasUnlockedExitInDirection(Direction, bool)

Matrix

Get if this room has a visible unlocked exit in a specified direction.

(NetAF.Assets.Locations.Matrix.htm)

Declaration

(NetAF.Assets.Locations.Overworld)

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
```

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoint)	<i>direction</i>	The direction to check.
bool + NetAF.Commands (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands.html	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ NetAF.Commands.

Conversation

Type	Description
NetAF.Commands.Conversation	

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

If there is a unlocked exit in the specified direction.

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)

Interact(Item)

+ NetAF.Commands.

Interact with an item.

Persistence

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Region

public InteractionResult Interact(Item item)

Map

(NetAF.Commands.RegionMap.htm)

Parameters

+ NetAF Commands Scene

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
+ InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

MovedInto(Direction?)

(NetAF.Assets.Locations.html)

Handle movement into this GameLocation.

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

```
public void MovedInto(Direction? fromDirection)
```

(NetAF.Assets.Locations.Matrix.htm

Overworld

Parameters

Type	Name	Description
Region	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

(NetAF.Assets.Locations.Region.h

tml)

(NetAF.Assets.Locations.Room.h

tml)

? RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

RemoveCharacter(NonPlayableCharacter)

+ NetAF.Commands

Remove a character from the room.

(NetAF.Commands.html)

Declaration

Conversation

```
public void RemoveCharacter(NonPlayableCharacter character)
```

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type	Name	Description
NonPlayableCharacter	<i>character</i>	The character to remove.

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Remove an interaction target from the room.

Map

Declaration

(NetAF.Commands.RegionMap

+ NetAF Commands Scene

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) + NetAF.Assets.Interaction	target	The target to remove.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Direction (NetAF.Assets.Locations.Direction.html)	The target removed from this room.

(NetAF.Assets.Locations.Direction.html)

Matrix

Remove an item
(NetAF.Assets.Locations.Matrix.html)

Overworld

Region
(NetAF.Assets.Locations.Overworld.html)

```
public void RemoveItem(Item item)
```

```
(NetAF.Assets.Locations.Region.html)
```

Room

Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)		

Item
(NetAF.Assets.Item.html)

item

The item to remove.

+ NetAF.Commands

RestoreFrom(RoomSerialization)

(NetAF.Commands.html)

Restore an object from a serialization.

Conversation

Declaration
(NetAF.Commands.Conversation.html)

```
public void RestoreFrom(RoomSerialization serialization)
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type
(NetAF.Commands.Global.html)

Name

Description

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)	serialization	The serialization to restore from.
--	---------------	------------------------------------

+ NetAF.Commands.Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

SpecifyConditionalDescription(ConditionalDescription)

Map

Specify a conditional description of this room.

(NetAF.Commands.RegionMap.html)

Declaration
(NetAF.Commands.Scene.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type		Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + NetAF.Assets.Interaction		description	The description of this room.

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF Commands Scene

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

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)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.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>)

Room

NameSpace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Assembly: NetAF.dll

RoomPosition

Syntax ([NetAF.Assets.Locations.RoomPos](#))

ViewPoint

public class RoomPosition
([NetAF.Assets.Locations.ViewPoin](#)

+ NetAF.Commands

([NetAF.Commands.html](#))

Constructors

+ NetAF.Commands.

Conversation

RoomPosition(Room, Point3D)

([NetAF.Commands.Conversati](#)

Represents a room position.

+ NetAF.Commands.Frame

([NetAF.Commands.Frame.html](#))

+ NetAF.Commands.Global

public RoomPosition(Room room, Point3D position)

([NetAF.Commands.Global.htm](#)

+ NetAF.Commands.

Parameters

Persistence

Type ([NetAF.Commands.Persistence](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ NetAF.Commands.Region

Map ([NetAF.Assets.Point3D.html](#))

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

Properties

Members

Events

Protected Members

Protected Events

Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

Protected Events

Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

Protected Events

Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

Protected Events

Protected Properties

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Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

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Protected Events

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Protected Indexers

Protected Fields

Protected Events

Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

Protected Events

Protected Properties

Protected Constructors

Protected Methods

Protected Indexers

Protected Fields

Protected Events

Protected Properties

Protected Constructors

Properties

Position

Get the position of the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations { get; }

(NetAF.Assets.Locations.html)

Property Value

Direction

Type (NetAF.Assets.Locations.Direction.

Exit

Point3D (NetAF.Assets.Point3D.html)

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Room

Get the Room.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public Room Room { get; }

RoomPosition

Property Value

(NetAF.Assets.Locations.ViewPoint).

Type

+ NetAF.Commands

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

Methods

+ NetAF.Commands.Conversation

IsAtPosition(Point3D)

+ NetAF.Commands.Global

Get if this RoomPosition is at a position.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

Persistence IsAtPosition(Point3D position)

(NetAF.Commands.Persistence.html)

Parameters

NetAF.Commands.Region

Type

(NetAF.Commands.RegionMap

Point3D (NetAF.Assets.Point3D.html)

Name

Description

The position.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this is at the position, else false.

▀
IsAtPosition(int, int, int)
([NetAF.Assets.Interaction.html](#))
Get if this RoomPosition is at a position.
- **NetAF.Assets.Locations**
Declaration
([NetAF.Assets.Locations.html](#))

Direction
public bool IsAtPosition(int x, int y, int z)
([NetAF.Assets.Locations.Direction.html](#))
Exit
([NetAF.Assets.Locations.Exit.html](#))

Type	Name	Description
Matrix (NetAF.Assets.Locations.Matrix.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Overworld.html)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) Region (NetAF.Assets.Locations.Region.html)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) Room (NetAF.Assets.Locations.Room.html)	z	The Z position.

Returns
RoomPosition

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.ViewPoint.html)	True if this is at the position, else false.

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

- NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.Matrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFAssets.Region.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.RoomPosition.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Conversation

([NetAFCommands.Conversation.html](#))

Any

+ NetAF.Commands.Frame

Get if there is a view in any direction

([NetAFCommands.Frame.html](#))

Declaration

+ NetAF.Commands.Global

([NetAFCommands.Global.html](#))

public bool Any { get; }

+ NetAF.Commands.

Persistence

Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Commands.Region

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Map

([NetAFCommands.RegionMap.html](#))

ANY NOT USED

([NetAFCommands.Scene.html](#))

Type	Description

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Direction

(NetAF.Assets.Locations.Direction.)

Exit

AnyVisited

(NetAF.Assets.Locations.Exit.html)

Matrix

Get if there is a view in any direction.

(NetAF.Assets.Locations.Matrix.html)

Declaration

OverWorld

(NetAF.Assets.Locations.Overworld.html)

Region bool AnyVisited { get; }

(NetAF.Assets.Locations.Region.html)

Room

Property Value

(NetAF.Assets.Locations.Room.html)

Type RoomPosition

Type	Description
NetAF.Assets.Locations.RoomPosition bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

this[Direction]

(NetAF.Commands.html)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation.html)

public Room this[Direction direction] { get; }

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

Type	Name	Description
NetAF.Commands.Global (NetAF.Commands.Global.html)		

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to check.

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Region

Room (NetAF.Assets.Locations.Room.html)

Map

(NetAF.Commands.RegionMap.html)

NoViewCommands.Scene

(NetAF.Commands.Scene.html)

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

View Point (NetAF.Assets.Locations.ViewPoint.html)

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Methods

Create(Region)

(NetAF.Assets.Locations.Overworld.html)

CreateRegion ViewPoint.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

```
public static ViewPoint Create(Region region)
```

RoomPosition

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

Type	Name	Description
NetAF.Commands (NetAF.Commands.html)	<i>region</i>	The region to create the view point from.

NetAF.Commands.

Type	Description
NetAF.Commands.Conversation (NetAF.Commands.Conversation.html)	

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

The view point.

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Namespace NetAF.Commands

Classes

Filter by title

(NetAF.Assets.Attributes.html)
CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm)

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Interfaces

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

CommandHelp

(NetAF.Commands.CommandHelp

CustomCommand

(NetAF.Commands.CustomCommand

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

ICommand

Provides a callback for custom commands.

(NetAF.Commands.ICommand.htm

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.htm

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html

+ **NetAF.Conversations**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Characters.html\)](#)
↳ CommandHelp

+ NetAF.Assets.Interaction

Implements

[\(NetAF.Assets.Interaction.html\)](#)

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

(NetAF.Commands.CommandHelp.html)>

+ NetAF.Assets.Locations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string

([\(NetAF.Assets.Locations.html\)](#))
(<https://learn.microsoft.com/dotnet/api/system.string>)>

NetAF.Commands

Inherited Members

[\(NetAF.Commands.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ CommandHelp

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>)

↳ Command
[\(NetAF.Commands.ICommand.html\)](#)

Namespace: NetAF ([\(NetAF.html\)](#)).Commands ([\(NetAF.Commands.html\)](#))

* NetAF.Commands.

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

public sealed class CommandHelp : IEquatable<CommandHelp>, IEquatable<string>

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

CommandHelp(string, string, string)

Persistence

Protected Constructors

[\(NetAF.Commands.Persistence.html\)](#)

Delegation

NetAF.Commands.Region

Map

public CommandHelp(string command, string description, string shortcut = "")

+ NetAF.Commands.Scene

Parameters

[\(NetAF.Commands.Scene.html\)](#)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.html\)](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>shortcut</i>	A shortcut for the command.

▼

Properties Characters

(NetAF.Assets.Characters.html)

Command

(NetAF.Assets.Interaction.html)

Get the command.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

- NetAF.Commands

public string Command { get; }

(NetAF.Commands.html)

Property Value

(NetAF.Commands.CommandHelp.html)

Type CustomCommand

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommandCallback

(NetAF.Commands.CustomCommand.html)

ICommand

Description

(NetAF.Commands.ICommand.html)

Get the description of the command.

+ NetAF.Commands

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Shortcut

+ NetAF.Commands.Region

Get the shortcut for the command.

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Declaration public string Shortcut { get; }

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)
Equals(CommandHelp)

+ NetAF.Assets.Interaction

Indicates whether the current object is equal to another object of the same type.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)
 public bool Equals(CommandHelp other)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Type CommandHelp

Type	Description
(NetAF.Commands.CommandHelp CommandHelp (NetAF.Commands.CommandHelp.html))	other An object to compare with this object.

[\(NetAF.Commands.CommandHelp.html\)](#)

Returns CustomCommandCallback

Type CustomCommandCallback

Type	Description
ICommand	bool ((NetAF.Commands.ICommand.html)) true ((https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool)) if the current object is equal to the other parameter; otherwise,

+ NetAF.Commands

[\(NetAF.Commands.Conversation.html\)](#)

+ NetAF.Commands.Conversation

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Equals(string)

+ NetAF.Commands.Global

Indicates whether the current object is equal to another object of a different type.

[\(NetAF.Commands.Global.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

Type	Description
public bool Equals(string other)	

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Parameters

Map

Type	Description
(NetAF.Commands.RegionMap	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Returns

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[IEquatable<T> \(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>\)](#)

[IEquatable \(<https://learn.microsoft.com/dotnet/api/system.iequatable>\)](#)

+ NetAF.Assets.Locations

[Extension Methods](#)

[\(NetAF.Assets.Locations.html\)](#)

[CommandHelpExtensions.FormattedToDisplayShortcut\(CommandHelp\)](#)

[\(NetAF.Extensions.CommandHelpExtensions.html#NetAF_Extensions_CommandHelpExtensions_FormattedToDi](#)

[splayShortcut_NetAF_Commands_CommandHelp_](#)

[CommandHelp](#)

[CommandHelpExtensions.FormattedToDisplayShortcutAndVariable\(CommandHelp\)](#)

[\(NetAF.Commands.CommandHelp.html\)](#)

[CustomCommand](#)

[splayShortcutAndVariable_NetAF_Commands_CommandHelp_](#)

[\(NetAF.Commands.CustomComma](#)

[CustomCommandCallback](#)

[\(NetAF.Commands.CustomComma](#)

[ICommand](#)

[\(NetAF.Commands.ICommand.html\)](#)

+ NetAF.Commands.

Conversation

[\(NetAF.Commands.Conversati](#)

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

+ **NetAF.Assets.Interaction**

↳ Load ([NetAF.Commands.Persistence.Load.html](#))

↳ Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

+ **NetAF.Commands**

+ **NetAF.Commands.html**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

CommandHelp

Inherited Members

([NetAF.Commands.CommandHelp](#))

CustomCommand

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.CustomCommand](#))

CustomCommandCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.CustomCommand](#))

ICloneable

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Command](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Commands**

+ **Conversation**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Conversation](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#))

+ **NetAF.Commands.Frame**

Assembly: NetAF

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerialization

([NetAF.Commands.Global.html](#))<CustomCommandSerialization>

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

Constructors

+ **NetAF.Commands.Region**

Map

CustomCommand(CommandHelp, bool, bool, CustomCommandCallback)

([NetAF.Commands.RegionMap](#))

Provides a custom command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay

([NetAF.Conversations.html](#))<CustomCommandCallback>

+ **NetAF.Conversations**

Parameters

Type	Name	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html)	<i>isPlayerVisible</i>	If this is visible to the player.
bool + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	<i>interpretIfNotPlayerVisible</i>	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html) - NetAF.Commands (NetAF.Commands.html)	<i>callback</i>	The callback to invoke when this command is invoked.

Properties

CommandHelp (NetAF.Commands.CommandHelp.html)
CustomCommand (NetAF.Commands.CustomCommand.html)
CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)
Get ICustomCommand arguments. (NetAF.Commands.ICommand.html)
Declaration

+ NetAF.Commands.

Conversation[] Arguments { get; set; }
(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Type
(NetAF.Commands.Frame.html)

Type	Description
System.String[]	

(NetAF.Commands.Global.html)

+ NetAF.Commands.Help

Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Declaration
Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

Property Value
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

CommandHelp
(NetAF.Conversations.html)

+ NetAF.Conversations.

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

Declaration

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

Property Value

+ [NetAF.Assets.Interaction](#)

Description

[\(NetAF.Assets.Interaction.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

[IsPlayerVisible](#)

- [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Get if this command can be interpreted when the player.

Declaration

[CommandHelp](#)

[\(NetAF.Commands.CommandHelp.html\)](#)

[CustomCommand](#)

```
public bool IsPlayerVisible { get; set; }
```

[\(NetAF.Commands.CustomCommand.html\)](#)

[CustomCommandCallback](#)

Property Value

Type

[ICommand](#)

[\(NetAF.Commands.ICommand.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ [NetAF.Commands](#).

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

[Methods](#)

[NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands](#).

Declaration

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

```
public Reaction Invoke(Game game)
```

+ [NetAF.Commands.Region](#)

Parameters

[Type](#)

Name

Description

+ [NetAF.Commands](#).

[Scene](#)

[Game \(\[NetAF.Logic.Game.html\]\(#\)\)](#)

game

The game to invoke the command on.

Returns

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

RestoreFrom(CustomCommandSerialization)

Restore this object from a serialization.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

```
public void RestoreFrom(CustomCommandSerialization serialization)
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Type	Name	Description
- NetAF.Commands (NetAF.Commands.html)	serialization	The serialization to restore from.

Implements

NetAF.Commands.CustomCommand

CustomCommandCallback

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.CustomCommand)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

ICustomCommand

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.ICustomCommand.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Interaction**

Syntax
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)
(NetAF.Assets.Locations.html)

Parent: [NetAF.Commands](#)

Type	Name	Description
CommandHelp Game (NetAF.Logic.Game.html) (NetAF.Commands.CommandHelp)	game	The game to invoke the command on.
string CustomCommand (http://NetAF.Commands.Command.html/system.string)	arguments	The arguments to invoke the command with.

CustomCommandCallback
(NetAF.Commands.CustomCommandCallback.html)

Return: Command

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

Conversation
(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.Instructions**

Interface ICommand

Represents a command.

 Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

+ **NetAF.Assets.Interaction**

Assembly: NetAF.dll

[\(NetAF.Assets.Interaction.html\)](#)

Syntax

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

- **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

CommandHelp

[\(NetAF.Commands.CommandHelp.html\)](#)

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

Invoke(Game)

[CustomCommandCallback](#)

[Invoke the command.](#)

[ICommand](#)

Declaration:

[\(NetAF.Commands.ICommand.html\)](#)

+ **NetAF.Commands**

[Reaction Invoke\(Game game\)](#)

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

Parameters

+ **NetAF.Commands.Frame**

Type

[\(NetAF.Commands.Frame.html\)](#)

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

Returns

+ **NetAF.Commands.**

Persistence

[Reaction \(\[NetAF.Assets.Interaction.Reaction.html\]\(#\)\)](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Commands.Instructions.html\)](#)

Name	Description
game	The game to invoke the command on.

Description
The reaction.

Namespace NetAF.Commands.Conversation

▼ Filter by title

Classes

+ [NetAF.Assets.Characters](#)

([NetAF.Assets.Characters.html](#))

Next ([NetAF.Commands.Conversation.Next.html](#))

+ [NetAF.Assets.Interaction](#)

Represents the Next command.

([NetAF.Assets.Interaction.html](#))

+ [NetAF.Assets.Locations](#)

Respond ([NetAF.Commands.Conversation.Respond.html](#))

([NetAF.Assets.Locations.html](#))

Represents the Respond command.

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

- [NetAF.Commands.](#)

Conversation

([NetAF.Commands.Conversation.html](#))

Next

([NetAF.Commands.Conversation.Next.html](#))

Respond

([NetAF.Commands.Conversation.Respond.html](#))

+ [NetAF.Commands.Frame](#)

([NetAF.Commands.Frame.html](#))

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands.](#)

Persistence

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

Map

([NetAF.Commands.RegionMap.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

- [NetAF.Conversations.](#)

Class Next

Represents the Next command.

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Interaction.html](#))

↳ Next

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

IClaim (NetAF.Commands.ICommand.html)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Conversation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Conversation.F.html](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Conversation (NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

Syntax ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

public sealed class Next : ICommand
([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

Invoke(Game)

([NetAF.Commands.RegionMap.html](#))

Invoke the command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

public Reaction Invoke(Game game)

([NetAF.Conversations.html](#))

Part of [NetAF](#).

Instructions

Type

([NetAF.Conversations.Instruction.html](#))

Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

+ **NetAF.Extensions**

Reflection ([NetAF.Extensions.html](#))

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

+ NetAF.Commands
(NetAF.Commands.html)

- NetAF.Commands.
Conversation
(NetAF.Commands.Conversation.html)

 Next
(NetAF.Commands.Conversation.Next.html)
 Respond
(NetAF.Commands.Conversation.Respond.html)

+ NetAF.Commands.Frame
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions
(NetAF.Extensions.html)

Class Respond

Represents the Respond command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**

Inherited Members

([NetAF.Commands.html](#))

- **NetAF.Commands**: object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Conversation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html) Commands (NetAF.Commands.html).Conversation (NetAF.Commands.Conversation.html)

Assembly: NetAF.dll

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

public sealed class Respond : ICommand

+ **NetAF.Commands**.

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map (Response)

([NetAF.Commands.RegionMap.html](#))

Represents the Respond command.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Map (Response response)

([NetAF.Conversations.html](#))

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruct.html](#))

Response ([NetAF.Conversations.Response.html](#))

Type	Name	Description
(NetAF.Conversations.Instruct.html)	response	The response.

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Interaction.html
public Reaction Invoke(Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)
Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

- NetAF.Commands.

Conversation

Type	Description
Next Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Conversation.NextReaction)	The reaction.

Respond

(NetAF.Commands.Conversation.Respond)

Implements

+ NetAF.Commands.Frame

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Namespace NetAF.Commands.Frame

Classes

Filter by title

NetAF Assets Interaction

CommandsOff (NetAF.Commands.Frame.CommandsOff.html)

(NetAFAssetsInteraction.html)

Represents the CommandsOff command.

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

CommandsOn (NetAF.Commands.Frame.CommandsOn.html)

+ NetAF.Commands

Represents the CommandsOn command.

(NetAFCommands.html)

KeyOff (NetAF.Commands.Frame.KeyOff.html)

Conversation

Represents the KeyOff command.

(NetAFCommandsConversati

KeyOn (NetAF.Commands.Frame.KeyOn.html)

(NetAFCommandsFrame.html)

Represents the KeyOn command.

CommandsOff

(NetAFCommandsFrame.Comma

CommandsOn

(NetAFCommandsFrame.Comma

KeyOff

(NetAFCommandsFrame.KeyOff.I

KeyOn

(NetAFCommandsFrame.KeyOn.I

+ NetAF.Commands.Global

(NetAFCommandsGlobal.html)

+ NetAF.Commands.

Persistence

(NetAFCommandsPersistence.html)

+ NetAF.Commands.Region

Map

(NetAFCommandsRegionMap.html)

+ NetAF.Commands.Scene

(NetAFCommandsScene.html)

+ NetAF.Conversations

(NetAFConversations.html)

Class CommandsOff

Represents the CommandsOff command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ CommandsOff

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

Inherited Members

+ **NetAF.Commands**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Commands.Conversation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Commands.Frame**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Frame.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

CommandsOff

Namespace: [NetAF](#) ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

Assembly: [NetAF.dll](#)

KeyOff

Syntax

([NetAF.Commands.Frame.KeyOff.html](#))

KeyOn

public sealed class CommandsOff : ICommand

([NetAF.Commands.Frame.KeyOn.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

Properties

Persistence

([NetAF.Commands.Persistence.html](#))

CommandHelp

+ **NetAF.Commands.Region**

Get the command help.

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

public static CommandHelp CommandHelp { get; }

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations**.

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

([NetAF.Conversations.Instruct.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Commands

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

CommandsOff
(NetAF.Commands.Frame.Comma
CommandsOn

ICommand (NetAF.Commands.Command.html)
KeyOff
(NetAF.Commands.Frame.KeyOff.I
KeyOn
(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)

+ NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

Class CommandsOn

Represents the CommandsOn command.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ CommandsOn

+ **NetAF.Commands**

implements ICommands ([NetAF.Commands.html](#))

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

([NetAF.Commands.Conversation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

- **NetAF.Commands.Frame**

equals(system-object-system-object) ([NetAF.Commands.Frame.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Frame.Comma.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOff

Assembly: NetAF.dll

([NetAF.Commands.Frame.KeyOff.html](#))

Syntax

KeyOn

([NetAF.Commands.Frame.KeyOn.html](#))

public sealed class CommandsOn : ICommand

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Properties

([NetAF.Commands.Persistence.html](#))

CommandsOn

Map

Get the command help.

([NetAF.Commands.RegionMap.html](#))

Declaration

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

Description

Instructions

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Locations

public Reaction Invoke(Game game)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

Name

Description

+ NetAF.Commands.

Game (NetAF.Logic.Game.html)

Conversation

game

The game to invoke the command on.

(NetAF.Commands.Conversation)

Returns

- NetAF.Commands.Frame

Type

(NetAF.Commands.Frame.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

CommandsOff

Description

The reaction.

(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Class KeyOff

Represents the KeyOff command.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**.

Inherited Members

Conversation

object ([NetAFCommands.Conversation](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

KeyOff Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

([NetAF.Commands.Frame.KeyOff](#))

Assembly: NetAF.dll

KeyOn

Syntax ([NetAF.Commands.Frame.KeyOn](#))

+ **NetAF.Commands.Global**

public sealed class KeyOff : ICommand

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

+ **NetAF.Commands.Region**

CommandHelp

([NetAF.Commands.RegionMap](#))

Get the command help.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

CommandHelp CommandHelp { get; }

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

TypeInstructions

([NetAFConversations.Instruct](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Locations.html)
public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAFCommands.html)

Parameters

Type	Name	Description
Conversation Game (NetAF.Logic.Game.html) (NetAF.Commands.Conversation)	game	The game to invoke the command on.

NetAF.Commands.Frame

Type	Description
CommandsOff Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Frame.CommandsOff)	The reaction.

CommandsOn

(NetAF.Commands.Frame.CommandsOn)
KeyOff

ICommand (NetAF.Commands.ICommand.html)
KeyOn

(NetAF.Commands.Frame.KeyOn.I)

+ NetAF.Commands.Global

(NetAFCommands.Global.html)

+ NetAF.Commands.

Persistence

(NetAFCommands.Persistence)

+ NetAF.Commands.Region

Map

(NetAFCommands.RegionMap)

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instructions)

+ NetAF.Extensions

(NetAFExtensions.html)

Class KeyOn

Represents the KeyOn command.

Filter by title

Inheritance

[System.Object](#)

+ **NetAFCommands**
↳ [KeyOn](#)
[\(NetAF.Commands.html\)](#)

Implements

+ **NetAFCommands**.

[ICommand](#) ([NetAF.Commands.ICommand.html](#))

Conversation

Inherited Members

[\(NetAF.Commands.Conversation.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- **NetAFCommands.Frame**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object1, object2) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[\(NetAF.Commands.Frame.KeyOff.html\)](#)

Namespace: [NetAF](#) ([NetAF.html](#)).[Commands](#) ([NetAF.Commands.html](#)).[Frame](#) ([NetAF.Commands.Frame.html](#))

KeyOn

Assembly: [NetAF.dll](#)

[\(NetAF.Commands.Frame.KeyOn.html\)](#)

Syntax

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Properties

+ **NetAF.Commands.Region**

Map

[CommandHelp](#)

[\(NetAF.Commands.RegionMap.html\)](#)

[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ **NetAF.Conversations**

public static CommandHelp CommandHelp { get; }

+ **NetAF.Conversations.**

Property Value

Instructions

Type: [\(NetAF.Conversations.Instruct.html\)](#)

Description

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration
`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands** `Invoke(Game game)`
[\(NetAF.Commands.html\)](#)

Parameters
+ **NetAF.Commands**.

Type	Name	Description
(NetAF.Commands.Conversation.html)	<code>game</code>	The game to invoke the command on.

- **NetAF.Commands.Frame**

Returns
[\(NetAF.Commands.Frame.html\)](#)

Type	Description
(NetAF.Commands.Frame.Command.html)	The reaction.

`CommandsOff`

`Reaction(NetAF.Assets.Interaction.Reaction.html)`

`CommandsOn`

`(NetAF.Commands.Frame.Command.html)`

`KeyOff`

`NETAF.Commands.Frame.KeyOff.I`

`KeyOn`

`ICommand(NetAF.Commands.ICommand.html)`

`(NetAF.Commands.Frame.KeyOn.I)`

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF Interpretation**

Namespace NetAF.Commands.Global

Classes

Filter by title

About (NetAF.Commands.Global.About.html)

+ NetAF.Assets.Locations

Represents the About command.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

End (NetAF.Commands.Global.End.html)

(NetAF.Commands.html)

Represents the End command.

+ NetAF.Commands.

Conversation

Exit (NetAF.Commands.Global.Exit.html)

(NetAF.Commands.Conversati

Represents the Exit command.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Help (NetAF.Commands.Global.Help.html)

- NetAF.Commands.Global

Represents the Help command.

(NetAF.Commands.Global.htm

About

Map (NetAF.Commands.Global.Map.html)

(NetAF.Commands.Global.About.h

Represents the Map command.

End

(NetAF.Commands.Global.End.htm

Exit

New (NetAF.Commands.Global.New.html)

(NetAF.Commands.Global.Exit.htm

Represents the New command.

Help

(NetAF.Commands.Global.Help.htm

Map

(NetAF.Commands.Global.Map.htm

New

(NetAF.Commands.Global.New.htm

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class About

Represents the About command.

Filter by title

Inheritance

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) Implements [ICommand](#) ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Conversation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ NetAF.Commands.Frame

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Commands.Frame.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ NetAF.Commands.Global

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(NetAF.Commands.Global.html)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

About

Name [\(NetAF.Commands.Global.About.html\)](#) ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Assembly: NetAF.dll

[\(NetAF.Commands.Global.End.html\)](#)

Syntax

Exit

[\(NetAF.Commands.Global.Exit.html\)](#)
public sealed class About : ICommand
Help

[\(NetAF.Commands.Global.Help.html\)](#)

Map

[\(NetAF.Commands.Global.Map.html\)](#)

Properties

New [\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.

CommandHelp

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Get the command help.

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#) commandHelp { get; }

+ NetAF.Commands.Scene

Property Value

[\(NetAF.Commands.Scene.html\)](#)

Type

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#) CommandHelp.html

+ NetAF.Conversations.

Instructions

Description

Methods

Invoke(Game)

Invoke the command.



Declaration

+ **NetAF.Assets.Locations**

([NetAFAssetsLocations.html](#))

 Public Reaction Invoke(Game game)

+ **NetAF.Commands**

([NetAFCommands.html](#))

+ **Type**

Name

Description

Conversation

game

The game to invoke the command on.

([NetAFCommands.Conversation.html](#))

Returns

+ **NetAF.Commands.Frame**

([NetAFCommandsFrame.html](#))

Description

- [Reaction](#) ([NetAFAssetsInteraction.Reaction.html](#))

The reaction.

([NetAFCommands.Global.html](#))

Implements

About ([NetAFCommandsGlobalAbout.html](#))

End

ICommand ([NetAFCommands ICommand.html](#))

([NetAFCommandsGlobalEnd.html](#))

Exit

([NetAFCommandsGlobalExit.html](#))

Help

([NetAFCommandsGlobalHelp.html](#))

Map

([NetAFCommandsGlobalMap.html](#))

New

([NetAFCommandsGlobalNew.html](#))

+ **NetAF.Commands.**

Persistence

([NetAFCommandsPersistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAFCommandsRegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAFCommandsScene.html](#))

+ **NetAF.Conversations**

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

Instructions

Class End

Represents the End command.

 Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ End

([NetAF.Commands.html](#))

Implements

IClaimCommand ([Command.Commands.ICommand.html](#))

Conversation

Inherited Members

([NetAF.Commands.Conversation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Frame**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Commands.Global**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Exit

Syntax

([NetAF.Commands.Global.Exit.html](#))

Help

public sealed class End : ICommand

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

Fields

+ **NetAF.Commands.**

Persistence

SuccessfulEnd

([NetAF.Commands.Persistence.html](#))

Get the string for successful ended.

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

public const string SuccessfulEnd = "Ended."

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Field Value

+ **NetAF.Conversations**

Type

([NetAF.Conversations.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

Description

Properties

CommandHelp

Get the command help.

Declaration
Type
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Property Value

+ NetAF.Commands.

Type [Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

Description

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Methods

[\(NetAF.Commands.Global.html\)](#)

About [Invoke\(Game\)](#)

[\(NetAF.Commands.Global.About.html\)](#)

Invoke the command.

[\(NetAF.Commands.Global.End.html\)](#)

Declaration
Type
[Exit](#)

[\(NetAF.Commands.Global.Exit.html\)](#)

public Reaction Invoke(Game game)

[\(NetAF.Commands.Global.Help.html\)](#)

Map
Parameters

[\(NetAF.Commands.Global.Map.html\)](#)

Type New

Name

Description

[\(NetAF.Commands.Global.New.html\)](#)

game

The game to invoke the command on.

+ NetAF.Commands.

Returns
[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

Description

+ NetAF.Commands.Region

Reaction
[\(NetAF.Commands.Region.Reaction.html\)](#)

The reaction.

Map

[\(NetAF.Commands.RegionMap.html\)](#)

Implements

[+ NetAF.Commands.Scene](#)

ICloneable
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Class Exit

Represents the Exit command.

Filter by title

Inheritance

+ **NetAFCommands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.html](#))

, [Exit](#)

* **NetAFCommands.**

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAFCommands.Conversations.html](#))

Inherited Members

+ **NetAFCommands.Frame**

↳ object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Commands.Frame.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAFCommands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

End

Name ([NetAF.Commands.Global.End.htm](#))

([NetAF.Commands.Global.End.htm](#)) (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

([NetAF.Commands.Global.Exit.htm](#))

Syntax

Help

([NetAF.Commands.Global.Help.htm](#))
public sealed class Exit : ICommand

Map

([NetAF.Commands.Global.Map.htm](#))

New

([NetAF.Commands.Global.New.htm](#))

Properties

* **NetAFCommands.**

Persistence

([NetAF.Commands.Persistence.htm](#))

CommandHelp

+ **NetAFCommands.Region**

Get the command help.

Map

Declaration

([NetAF.Commands.RegionMap.htm](#))

+ **NetAFCommands.Scene**

public static CommandHelp CommandHelp { get; }

([NetAF.Commands.Scene.html](#))

* **NetAFConversations**

↳ [NetAFConversations.html](#)

Type

Description

+ **NetAFConversations**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Instructions

([NetAFConversations.Instruct.htm](#))

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.

public Reaction Invoke(Game game)
(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Returns

- NetAF.Commands.Global

(NetAF.Commands.Global.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

About

(NetAF.Commands.Global.About.html)

End

(NetAF.Commands.Global.End.html)

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Class Help

Represents the Help command.

Filter by title

Inheritance

NetAF.Commands

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Help

+ NetAF.Commands.

Conversation

IClaimedCommand (<https://learn.microsoft.com/dotnet/api/system.command>)

(NetAF.Commands.Conversation.html)

Inherited Members

+ NetAF.Commands.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Commands.Global.html)

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Help

Syntax

(NetAF.Commands.Global.Help.htm

Map

public sealed class Help : ICommand

(NetAF.Commands.Global.Map.htm

New

(NetAF.Commands.Global.New.htm

+ NetAF.Commands.

Properties

Persistence

(NetAF.Commands.Persistence.html)

CommandHelp

NetAF.Commands.Region

Map

Get the command help.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

public static ICommandHelp CommandHelp { get; }

+ NetAF.Conversations

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions (<https://learn.microsoft.com/dotnet/api/system.command>)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

public Reaction Invoke(Game game)

+ [NetAF.Commands.](#)

[Conversation](#)

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Commands.Frame.html)	game	The game to invoke the command on.

Returns

[NetAF.Commands.Global](#)

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Global.About.html)	The reaction.

End

[\(NetAF.Commands.Global.End.html\)](#)
Exit

[ICommand](#) ([NetAF.Commands.Command.html](#))

- Help
- ([NetAF.Commands.Global.Help.html](#))
- Map
- ([NetAF.Commands.Global.Map.html](#))
- New
- ([NetAF.Commands.Global.New.html](#))

+ [NetAF.Commands.](#)

[Persistence](#)

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

Map

([NetAF.Commands.RegionMap.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

Class Map

Represents the Map command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

↳ Map

Conversation

Implements

([NetAF.Commands.Conversation.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands.Frame**

Inherited Members

([NetAF.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

↳ About

([NetAF.Commands.Global.About.html](#))

End

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.Global.End.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Exit

Name ([NetAF.Commands.Global.Examples.html](#))

Assembly: NetAF.dll

([NetAF.Commands.Global.Help.html](#))

Syntax

Map

([NetAF.Commands.Global.Map.html](#))
public sealed class Map : ICommand
New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

Properties

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

CommandHelp

Map

([NetAF.Commands.RegionMap.html](#))

Get the command help.

+ **NetAF.Commands.Scene**

Declaration

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Property Value

+ **NetAF.Conversations.**

Type

Instructions

([NetAF.Conversations.Instructions.html](#))

↳ CommandHelp ([NetAF.Conversations.Instructions.CommandHelp.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
[\(NetAF.Commands.numij\)](#)

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversations.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to invoke the command on.

- **NetAF.Commands.Global**

Returns

([NetAF.Commands.Global.html](#))

Type

About

([NetAF.Commands.Global.About.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

End

([NetAF.Commands.Global.End.html](#))

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Global.Help.html](#))

Map

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Class New

Represents the New command.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversation

↳ New

(NetAF.Commands.Conversation.html)

Implements

+ **NetAF.Commands.Frame.**

ICloneable ([NetAF.Commands.Command.html](#))

(NetAF.Commands.Frame.html)

Inherited Members

+ **NetAF.Commands.Global.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Commands.Global.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.Global.Object.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

End

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Commands.Global.Type.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Commands.Global.ToString.html)

NameSpace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Map

Syntax

[\(NetAF.Commands.Global.Map.html\)](#)

New

public sealed class New : TCommand

[\(NetAF.Commands.Global.New.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Properties

+ **NetAF.Commands.Region**

Map

CommandHelp

[\(NetAF.Commands.RegionMap.html\)](#)

Get the command help.

+ **NetAF.Commands.Scene**

Definition

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

public static CommandHelp CommandHelp { get; }

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Property Value

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.

 public Reaction Invoke(Game game)

 (NetAF.Commands.Conversation.html)

Parameters

+ NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

Name

Description

- Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

- NetAF.Commands.Global

 (NetAF.Commands.Global.html)

Returns

 About

Type (NetAF.Commands.Global.About.html)

Description

 End (NetAF.Assets.Interaction.Reaction.html)

The reaction.

(NetAF.Commands.Global.End.html)

 Exit

(NetAF.Commands.Global.Exit.html)

 Help

(NetAF.Commands.Global.Help.html)

ICommand (NetAF.Commands.ICommand.html)

 Map

(NetAF.Commands.Global.Map.html)

 New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

 Persistence

 (NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

 Map

 (NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

 (NetAF.Commands.Scene.html)

+ NetAF.Conversations

 (NetAF.Conversations.html)

+ NetAF.Conversations.

 Instructions

 (NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

 (NetAF.Extensions.html)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

NetAF.Commands.Locations

Load ([NetAF.Commands.Persistence.Load.html](#))
([NetAF.Assets.Locations.html](#))

Represents the Load command.

+ **NetAF.Commands**

 ([NetAF.Commands.html](#))

Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands**.

 Represents the Save command.

Conversation

 ([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

 ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

 ([NetAF.Commands.Global.html](#))

- **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

 Load

 ([NetAF.Commands.Persistence.Load.html](#))

 Save

 ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

Class Load

Represents the Load command.

Filter by title

Inheritance:

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Commands.

↳ Load

Conversation

Implements:

[\(NetAF.Commands.Conversation.html\)](#)
ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Frame

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand
Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

+ NetAF.Commands.Global

Inherited Members:

(NetAF.Commands.Global.html)

CustomCommand.Arguments

NetAF.Commands

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

NetAF.Commands.Persistence

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

Load

CustomCommand.Invoke(Game)

([NetAF.Commands.Persistence.Lo](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_
Save)

) (NetAF.Commands.Persistence.Sa

CustomCommand.IsPlayerVisible

+ NetAF.Commands.Region

CustomCommand.PlayerVisible ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.RegionMap.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ
ation_CustomCommandSerialization_)

+ NetAF.Commands.Scene

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-obj](#)

(NetAF.Commands.Scene.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-obj](#)

ectsystem-object-system-object))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(NetAF.Conversations.Instruct

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

* NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public sealed class Load : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObj
ctSerialization<CustomCommandSerialization>

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

Load()

Initializes a new instance of the Load class.

Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))

+ NetAF.Commands.

Conversation

Implements

([NetAF.Commands.Conversation.html](#))

+ NetAF.Commands.Frame

([NetAF.Commands.Frame.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

+ NetAF.Commands.Global

([NetAF.Commands.Global.html](#))

- NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

Load

([NetAF.Commands.Persistence.Load.html](#))

Save

([NetAF.Commands.Persistence.Save.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

... - - - - -

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Conversation

↳ Save

Implements

ICommand ([NetAF.Commands.Command.html](#))

IPlayerVisible ([NetAF.Commands.PlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

+ **NetAFCommands_Global**

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

([NetAF.Commands.Global.html](#))

Inherited Members

NetAFCommands

CustomCommand.Arguments

([Persistence.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

([NetAF.Commands.Persistence](#).CustomCommand.html#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

Load

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

([NetAF.Commands.Persistence](#).Load)

CustomCommand.Invoke(Game)

Save

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

([NetAF.Commands.Persistence](#).Save))

)

+ **NetAFCommands_Renew**

([Map.Commands](#).CustomCommand.html#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands](#).CustomCommand.html#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization_)

object.Equals([NetAF.Commands.Screen.html](#), 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)))

+ **NetAFConversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFConversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAFConversations**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Instructions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFConversations.Instruct](#))

+ **NetAFExtensions**

AspNetCore.Mvc

([NetAF.Extensions.html](#))

Syntax

+ **NetAFInterpretation**

([NetAFInterpretation.html](#))

public sealed class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObj

ect<CustomCommandSerialization>

([NetAFLogic.html](#))

+ **NetAFLogicCallbacks**

Constructors

Save()

Initializes a new instance of the Save class.

Declaration

(NetAF.Commands.html)

+ public Save()

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversations.html)

Implements

+ NetAF.Commands.Frame

ICommand (NetAF.Commands.ICommand.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Commands.Global

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Global.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Namespace NetAF.Commands.RegionMap

Classes

Filter by title

+ [NetAF.Commands](#)

[Pan \(NetAF.Commands.RegionMap.Pan.html\)](#) (NetAF.Commands.html)

Represents the Pan command.

+ [NetAF.Commands](#).

[Conversation](#)

[PanReset \(NetAF.Commands.Conversation.RegionMap.PanReset.html\)](#) (NetAF.Commands.Conversation.html)

Represents the PanReset command.

+ [NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

+ [NetAF.Commands](#).

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

- [NetAF.Commands.Region](#)

[Map](#)

[\(NetAF.Commands.RegionMap.html\)](#)

[Pan](#)

[\(NetAF.Commands.RegionMap.Pan.html\)](#)

[PanReset](#)

[\(NetAF.Commands.RegionMap.PanReset.html\)](#)

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Fields

SuccessfulPan

Get the string for successful pan.

▼

Declaration

+ **NetAF.Commands.**

Conversation

```
public const string SuccessfulPan = "Panned."
```

(NetAF.Commands.Conversations.html)

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
Type

Description

+ **NetAF.Commands.Global**

String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

- **NetAF.Commands.Region**

DownCommandHelp
Map

(NetAF.Commands.RegionMap.html)

Get the command help for down.

Pan

Declaration

```
(NetAF.Commands.RegionMap.Pan)
```

PanReset

```
public static CommandHelp DownCommandHelp { get; }
```

(NetAF.Commands.RegionMap.PanReset)

+ **NetAF.Commands.Scene**

Property Value

(NetAF.Commands.Scene.html)

Type

+ **NetAF.Conversations**

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

EastCommandHelp

(NetAF.Conversations.Instruct.html)

Get the command help for east.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

```
public static CommandHelp EastCommandHelp { get; }
```

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Type

+ **NetAF.Logic.Callbacks**

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Logic.Callbacks.html)

... .. - . - - ..

Description

Description

NorthCommandHelp

Get the command help for north.

Declaration

```
public static CommandHelp NorthCommandHelp { get; }
```

+ **NetAF.Commands.**

Property Value

Conversation

Type [\(NetAF.Commands.Conversation.html\)](#)

Description

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

SouthCommandHelp

([NetAF.Commands.Global.html](#))

Get the command help for south.

+ **NetAF.Commands.**

Declarations

Persistence

([NetAF.Commands.Persistence.html](#))

```
public static CommandHelp SouthCommandHelp { get; }
```

- **NetAF.Commands.Region**

Map

Property Value

Type [\(NetAF.Commands.RegionMap.html\)](#)

Description

Pan

([NetAF.Commands.RegionMap.Pan.CommandHelp.html](#))

PanReset

([NetAF.Commands.RegionMap.PanReset.CommandHelp.html](#))

+ **NetAF.Commands.Scene**

UpCommandHelp

([NetAF.Commands.Scene.html](#))

Get the command help for up.

+ **NetAF.Conversations**

Declaration

([NetAF.Conversations.html](#))

+ **NetAF.Conversations**

```
public static CommandHelp UpCommandHelp { get; }
```

Instructions

([NetAF.Conversations.Instructions.html](#))

Property Value

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Description

([NetAF.Extensions.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

WestCommandHelp

([NetAF.Logic.html](#))

Get the command help for west.

+ **NetAF.Logic.Callbacks**

Declaration

([NetAF.Logic.Callbacks.html](#))

...

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)
+ NetAF.Commands.

- Conversation**
[\(NetAF.Commands.Conversation.html\)](#)
- + NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- NetAF.Commands.Region**
Map
[\(NetAF.Commands.RegionMap.html\)](#)

Pan
[\(NetAF.Commands.RegionMap.Pan.html\)](#)
 PanReset
[\(NetAF.Commands.RegionMap.PanReset.html\)](#)

- + NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- + NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

- + NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- + NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

- + NetAF.Logic**
[\(NetAF.Logic.html\)](#)

- + NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)

.. .. - . - ..

Class PanReset

Represents the PanReset command.

Filter by title

Inheritance

Conversation

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ PanReset

+ NetAF.Commands.Frame

Implements

(NetAF.Commands.Frame.html)

ICommand (NetAF.Commands.ICommand.html)

+ NetAF.Commands.Global

Inherited Members

(NetAF.Commands.Global.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Commands.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.Persistence.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

- NetAF.Commands.Region

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Commands.RegionMap.html)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).RegionMap (NetAF.Commands.RegionMap.html)

Assembly: NetAF

NetAF.Commands.RegionMap.Pa

Syntax

(NetAF.Commands.RegionMap.Pa

+ NetAF.Commands.Scene : ICommand

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

CommandHelp

(NetAF.Conversations.Instruct

Get the command help

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public static CommandHelp CommandHelp { get; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

Description

+ NetAF.Logic.Callbacks
CommandHelp (NetAF.Commands.CommandHelp.html)
(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
Declaration

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Game (NetAF.Commands.Global.html)

Name

Description

game The game to invoke the command on.

+ NetAF.Commands.Persistence

Returns

Persistence

Type

(NetAF.Commands.Persistence.html)

Description

- NetAF.Commands.Region

The reaction.

Map

(NetAF.Commands.RegionMap.html)

Implements

Pan

ICommand (NetAF.Commands.Command.html)

Pan

(NetAF.Commands.RegionMap.Pan.html)

PanReset

(NetAF.Commands.RegionMap.PanReset.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Namespace NetAF.Commands.Scene

Classes

Filter by title ▾

+ [NetAF.Commands.](#)

Drop (NetAF.Commands.Scene.Drop.html)

Conversation

Represents the Drop command.

(NetAF.Commands.Conversati

+ [NetAF.Commands.Frame](#)

Examine (NetAF.Commands.Scene.Examine.html)

(NetAF.Commands.Frame.htm

Represents the Examine command.

+ [NetAF.Commands.Global](#)

(NetAF.Commands.Global.htm

Move (NetAF.Commands.Scene.Move.html)

+ [NetAF.Commands.](#)

Represents the Move command.

Persistence

(NetAF.Commands.Persistence

Take (NetAF.Commands.Scene.Take.html)

+ [NetAF.Commands.Region](#)

Represents the Take command.

Map

(NetAF.Commands.RegionMap

TakeAll (NetAF.Commands.Scene.TakeAll.html)

- [NetAF.Commands.Scene](#)

Represents the Take all command.

(NetAF.Commands.Scene.htm

Drop

Talk (NetAF.Commands.Scene.Talk.html)

(NetAF.Commands.Scene.Drop.htm

Examine

Represents the Talk command.

(NetAF.Commands.Scene.Examine

Move

(NetAF.Commands.Scene.Move.htm

Unactionable (NetAF.Commands.Scene.Unactionable.html)

Take

Represents the Unactionable command.

(NetAF.Commands.Scene.Take.htm

TakeAll

(NetAF.Commands.Scene.TakeAll

UseOn (NetAF.Commands.Scene.UseOn.html)

Talk

Represents the UseOn command.

(NetAF.Commands.Scene.Talk.htm

Unactionable

(NetAF.Commands.Scene.Unaction

UseOn

(NetAF.Commands.Scene.UseOn.I

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

Class Drop

Represents the Drop command.

Filter by title

Inheritance

([NetAF.Commands.Conversati](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Frame](#)

([NetAF.Commands.Frame.html](#)

ICommand ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands.Global](#)

Inherited Members

([NetAF.Commands.Global.html](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Commands.Region](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.RegionMap](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- [NetAF.Commands.Scene](#)

NameSpace ([NetAF.Commands](#)) ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

([NetAF.Commands.Scene.html](#)

Syntax

Drop ([NetAF.Commands.Scene.Drop.html](#))

Examine
public sealed class Drop : ICommand

([NetAF.Commands.Scene.Examine.html](#))

Move

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

Represents the Drop command.

([NetAF.Commands.Scene.Talk.html](#))

Declaration

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

useOn Drop (Item item)

([NetAF.Commands.Scene.UseOn.html](#))

+ [NetAF.Conversations](#)

Parameters

([NetAF.Conversations.html](#))

Type

Name

Description

+ [NetAF.Conversations](#)

Item ([NetAF.Assets.Item.html](#))

item

The item to take.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Commands.Conversati

```
    public static CommandHelp CommandHelp { get; }
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.htm

```
    CommandHelp (NetAF.Commands.CommandHelp.html)
```

Description

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

Methods

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap

- NetAF.Commands.Scene

Invoke the command.

(NetAF.Commands.Scene.html

Declaration

Drop

```
    public Reaction Invoke(Game game)
```

Examine

(NetAF.Commands.Scene.Examine

Parameters

Type	Name	Description
(NetAF.Commands.Scene.Move.htm		
Take		

Game (NetAF.Commands.Scene.Take.htm

game

The game to invoke the command on.

TakeAll

(NetAF.Commands.Scene.TakeAll.

Talk

Type (NetAF.Commands.Scene.Talk.htm

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction.

(NetAF.Commands.Scene.Unactio

UseOn

(NetAF.Commands.Scene.UseOn.I

Implements

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Class Examine

Represents the Examine command.

Filter by title

Inheritance

↳ [NetAF.Commands.Frame](#)
↳ [Examine](#)
[\(NetAF.Commands.Frame.html\)](#)

Implements

+ [NetAF.Commands.Global](#)
ICommand ([NetAF.Commands.ICommand.html](#))
[\(NetAF.Commands.Global.html\)](#)

Inherited Members

+ [NetAF.Commands](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

↳ [NetAF.Commands.Persistence](#)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

↳ [NetAF.Commands.RegionMap](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [NetAF.Commands.RegionMap](#)
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#) Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Syntax: [NetAF.Commands.Scene.Drop.htm](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#) ICommand

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[Constructors](#)

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Examine(IExaminable)

Talk

[\(NetAF.Commands.Scene.Talk.html\)](#)

Represents the Examine command.

Unactionable

Declaration: [NetAF.Commands.Scene.Unactionable](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [Type](#)

[NetAF.Conversations](#).

[Instructions](#)

IExaminable ([NetAF.Assets.IExaminable.html](#))

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)	examinable	The examinable.

Properties

CommandHelp

Get the command help.

Declaration

+ NetAF.Commands.Frame
 public string CommandHelp { get; }
 (NetAF.Commands.Frame.html)

Properties

NetAF.Commands.Global

Type	Description
+ NetAF.Commands.Commands.CommandHelp.html	

Persistence
 (NetAF.Commands.Persistence.html)

Methods

NetAF.Commands.Region

Map
 (NetAF.Commands.RegionMap.html)

Invoke(Game)
 - NetAF.Commands.Scene

 (NetAF.Commands.Scene.html)

Drop
 (NetAF.Commands.Scene.Drop.html)

Examine
 public Reaction Invoke(Game game)
 (NetAF.Commands.Scene.Examine.html)

Move
 (NetAF.Commands.Scene.Move.html)

Take
 (NetAF.Commands.Scene.Take.html)

Game
 (NetAF.Logic.Game.html)
 game
 The game to invoke the command on.

TakeAll
 (NetAF.Commands.Scene.TakeAll.html)

Talk
 (NetAF.Commands.Scene.Talk.html)

Unactionable
 (NetAF.Commands.Scene.Unactionable.html)

Reaction
 (NetAF.Assets.Interaction.Reaction.html)

UseOn
 (NetAF.Commands.Scene.UseOn.html)

ICommand
 (NetAF.Commands.ICommand.html)

+ NetAF.Conversations.

Instructions
 (NetAF.Conversations.Instruct.html)

+ NetAF.Extensions
 (NetAF.Extensions.html)

Class Move

Represents the Move command.

Filter by title

Inheritance

+ NetAF.Commands.Frame

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Move

+ NetAF.Commands.Global

Implements

([NetAF.Commands.Global.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.RegionMap.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.html](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Drop

Assembly: NetAF.dll
([NetAF.Commands.Scene.Drop.html](#))

Syntax

([NetAF.Commands.Scene.Examine.html](#))

Move

public sealed class Move : ICommand

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

Move(Direction)

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

Represents the Move command.

([NetAF.Commands.Scene.Unactionable.html](#))

Declaration

([NetAF.Commands.Scene.UseOn.html](#))

public Move(Direction direction)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Parameters

+ NetAF.Conversations.

Type

Instructions

([NetAF.Conversations.Instruction.html](#))

Name

Description

direction

The direction to move.

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Fields

SuccessfulMove

Get the string for successful moves.

▼

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html) public static string SuccessfulMove = "Moved. "

+ NetAF.Commands.Global

Field Value

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Type System.String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Persistence.html)

Description

+ NetAF.Commands.Region

Map

Properties

(NetAF.Commands.RegionMap.html)

- NetAF.Commands.Scene

DownCommandHelp

(NetAF.Commands.Scene.html)

Get the command help for down.

Drop

Declaration

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

PropertyValue

Type System.String ([\(NetAF.Commands.Scene.Take.html\)](#)

Description

TakeAll

Comments

(NetAF.Commands.Scene.Take.CommandHelp.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

EastCommandHelp

(NetAF.Commands.Scene.Unactionable.html)

UseOn

Get the command help for east.

(NetAF.Commands.Scene.UseOn.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public static CommandHelp EastCommandHelp { get; }

+ NetAF.Conversations.

Instructions

Type System.String ([\(NetAF.Conversations.Instruct.html\)](#)

Description

+ NetAF.Extensions

Comments

(NetAF.Commands.CommandHelp.html)

(NetAF.Extensions.html)

...

NorthCommandHelp

Get the command help for north.

Declaration

```
public static CommandHelp NorthCommandHelp { get; }
```

+ NetAF.Commands.Frame

Property Value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Global.html)

Description

+ NetAF.Commands.

Persistence

SouthCommandHelp

(NetAF.Commands.Persistence.html)

Get the command help for south.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.RegionMap)

```
public static CommandHelp SouthCommandHelp { get; }
```

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

Drop

Type

(NetAF.Commands.Scene.Drop.html)

Description

Examine

Type

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

UpCommandHelp

Take

(NetAF.Commands.Scene.Take.html)

Get the command help for up.

TakeAll

Declaration

NetAF.Commands.Scene.TakeAll.

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Property Value

UseOn

Type

(NetAF.Commands.Scene.UseOn.html)

Description

+ NetAF.Conversations

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

WestCommandHelp

Instructions

(NetAF.Conversations.Instruct.html)

Get the command help for west.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

...

```
public static CommandHelp WestCommandHelp { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Invoke(Game)

Persistence

(NetAF.Commands.Persistence.html)

Invoke the command.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.Region.Map.html)

- NetAF.Commands.Scene

Parameters

(NetAF.Commands.Scene.html)

Type	Name	Description
Drop (NetAF.Commands.Scene.Drop.html)	game	The game to invoke the command on.

Game (NetAF.Logic.Game.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Returns

Move

Type	Description
Move (NetAF.Commands.Scene.Move.html)	The reaction.

Take

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Implements

Talk (NetAF.Commands.Scene.Talk.html)

ICommand (NetAF.Commands.ICommand.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

...

Class Take

Represents the Take command.

Filter by title

Inheritance

(NetAF.Commands.Frame.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Commands.Global

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

Inherited Members

(NetAF.Commands.Persistence)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Commands.Region

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Commands.RegionMap)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Commands.Scene)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Drop

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Examine

Syntax: `new NetAF.Commands.Scene.Examine()`

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Take(Item)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

Represents the Take command.

UseOn

Declaration: `public class Take : ICommand`

+ NetAF.Conversations

public Take(Item item)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

Type

(NetAF.Conversations.Instruct.html)

Item ([NetAF.Assets.Item.html](#))

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Type	Name	Description
Item (NetAF.Assets.Item.html)	item	The item to take.

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Commands.Frame.html)

```
public static CommandHelp CommandHelp { get; }
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Type

Persistence

Description

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.Region

Map

Methods

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

Invoke the command

(NetAF.Commands.Scene.Drop.html)

Examine

Declaration

(NetAF.Commands.Scene.Examine.html)

Move

```
public Reaction Invoke(Game game)
```

(NetAF.Commands.Scene.Move.html)

Take

Parameter

(NetAF.Commands.Scene.Take.html)

TakeAll

Type

(NetAF.Commands.Scene.TakeAll.html)

Name

Description

Game

Talk (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Commands.Scene.Talk.html)

Returns

Inactionable

(NetAF.Commands.Scene.Unactionable.html)

Type

UseOn

(NetAF.Commands.Scene.UseOn.html)

Description

Reaction

(NetAF.Commands.Scene.UseOn.Reaction.html)

The reaction.

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

+ NetAF.Conversations.

ICommand (NetAF.Commands.ICommand.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class TakeAll

Represents the Take all command.

Filter by title

Inheritance

+ [NetAF.Commands.Global](#)
[\(NetAF.Commands.Global.html\)](#)

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

Inheritance Tree
[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

Map
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
[\(NetAF.Commands.RegionMap.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
Drop

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
[\(NetAF.Commands.Scene.Drop.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: [NetAF.dll](#)

Syntax

TakeAll
([NetAF.Commands.Scene.Move.html](#))

public sealed class TakeAll : ICommand
([NetAF.Commands.Scene.TakeAll.html](#))

TakeAll
([NetAF.Commands.Scene.TakeAll.html](#))

Talk
([NetAF.Commands.Scene.Talk.html](#))

Properties

Unactionable
([NetAF.Commands.Scene.Unactionable.html](#))

CommandHelp

UseOnCommand
([NetAF.Commands.Scene.UseOnCommand.html](#))

Get the command help.

+ [NetAF.Conversations](#)
Declaration
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.CommandHelp](#) CommandHelp { get; }

Instructions

Property value
([NetAF.Conversations.Instruct.html](#))

NetAF.Extensions

Description

[\(NetAF.Extensions.html\)](#)
CommandHelp ([NetAF.Commands.CommandHelp.html](#))

NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands.Global.

public Reaction Invoke(Game game)
(NetAF.Commands.Global.html)

NetAF Commands.

Persistence Type	Name	Description
(NetAF.Commands.Persistence.Game (NetAF.Logic.Game.html))	game	The game to invoke the command on.

+ NetAF.Commands.Region

Map

Returns

Type	Description
(NetAF.Commands.RegionMap (NetAF.Commands.Scene.html))	The reaction.

- NetAF.Commands.Scene

Reaction (NetAF.Assets.Interaction.Reaction.html)
(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Talk

Represents the Talk command.

Filter by title

Inheritance

+ NetAF.Commands.Global

↳ [\(NetAF.Commands.Global.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Talk

+ NetAF.Commands.

Implements

Persistence

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ NetAF.Commands.Region

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Commands.RegionMap.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

[NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

Drop

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

([NetAF.Commands.Scene.Drop.html](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Examine

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Move

Syntax: [MetAF.Commands.Scene.Move.html](#)

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Talk

Constructors

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

Talk(IConverser)

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

Represents the Talk command.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

public Talk(TConverser converser)

Instructions

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

Name

Description

converser

The converser.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Properties

TalkCommandHelp

Get the command help.



Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

```
public static CommandHelp TalkCommandHelp { get; }
```

+ NetAF.Commands.

Property Value

Persistence

(NetAF.Commands.Persistence)

Type

Description

+ NetAF.Commands.Region

CommandHelp (NetAF.Commands.CommandHelp.html)

Map

(NetAF.Commands.RegionMap)

ToCommandHelp

(NetAF.Commands.Scene)

(NetAF.Commands.Scene.html)

Get the command help for to.

Drop

Declaration

(NetAF.Commands.Scene.Drop.html)

Examine

```
public static CommandHelp ToCommandHelp { get; }
```

Move

Property Value

Take

(NetAF.Commands.Scene.Take.html)

Type

Description

TakeAll

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Invoke(Game)

+ NetAF.Conversations

Invoke the command

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public Reaction Invoke(Game game)
```

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

Name

Description

+ NetAF.Interpretation

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.html)

game

The game to invoke the command on.

+ NetAF.Logic

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

+ NetAF.Commands.Global

ICommand (NetAF.Commands.ICommand.html)
[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

- NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Drop

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

[\(NetAF.Commands.Scene.Examine.html\)](#)

Move

[\(NetAF.Commands.Scene.Move.html\)](#)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Talk

[\(NetAF.Commands.Scene.Talk.html\)](#)

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Class Unactionable

Represents the Unactionable command.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Commands.**

↳ Unactionable

Persistence

Implements

([NetAF.Commands.Persistence.htm](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF Commands.Region**

Inherited Members

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.RegionMap.htm](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Drop

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.Scene.Drop.htm](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Examine

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Scene.Examine.htm](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Move

Assembly: NetAF.dll

([NetAF.Commands.Scene.Move.htm](#))

Syntax

([NetAF.Commands.Scene.Take.htm](#))

TakeAll public sealed class Unactionable : ICommand

([NetAF.Commands.Scene.TakeAll.htm](#))

Talk

([NetAF.Commands.Scene.Talk.htm](#))

Constructors

Unactionable()

([NetAF.Commands.Scene.Unactionable.htm](#))

UseOn

Unactionable()

([NetAF.Commands.Scene.UseOn.htm](#))

Initializes a new instance of the Unactionable class.

+ **NetAF.Conversations**

Declaration

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

public Unactionable()

Instructions

([NetAF.Conversations.Instruct.htm](#))

+ **NetAF.Extensions**

Unactionable(string)

([NetAFExtensions.html](#))

Initializes a new instance of the Unactionable class.

+ **NetAF.Interpretation**

Declaration

([NetAFInterpretation.html](#))

+ **NetAF.Logic**

([NetAFLogic.html](#))

```
public Unactionable(string description)
```

Parameters

Type		Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.Global.htm)		<i>description</i>	The description.

+ NetAFCommands.

Persistence Properties

+ NetAF.Commands.Region Description Map

(NetAE.Comma)

NetAE Commands Scene

(NetAECommands.Scene.html)

```
public string Description { get; }
```

(NetAF.Commands.Scene.Drop.htm)

Examine Property Value (NetAE Commands Scene Examiner)

Type	Description
Move string (NetAF.Commands.Scene.Move.htm https://learn.microsoft.com/dotnet/api/system.string) Take	

Methods

(NetAF.Commands.Scene.Talk.htm

Unactionable

Invoke(Game)

UseOn

Invoke the command
(NetAPI)

Declaration

Declaration
+ NetAFC

Declaration + NetAF.Conversations

(NetAF.Conversations.html)

public Reaction Invoke(Game game)

+ NetAF.Conversations.

Instructions

Parameters

(NetAEQ)

Type

+ NetAF Extensions Game (NetAF.Logic.Game.html) (NetAF.Extensions.html)	<i>game</i>	The game to invoke the command on.
---	-------------	------------------------------------

Return to NFAE Interpretation

(NetAEInterpretation.html)

Type	Description
+ReactionLogic(Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

▼

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap.html)

- **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Talk

(NetAF.Commands.Scene.Talk.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class UseOn

Represents the UseOn command.

Filter by title

Inheritance

+ **NetAF Commands**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

(**NetAF.Commands.Persistence**)
Implements

+ [ICloneable](#) ([ICloneable.Command.html](#))

Map Members

(**NetAF.Commands.RegionMap**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Drop

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Scene.Drop.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Examine

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.Scene.Examine.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Move

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: NetAF.dll

Syntax

[NetAF.Commands.Scene.Take.html](#)

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#)):Command

Talk

([NetAF.Commands.Scene.Talk.html](#))

Unactionable

Constructors

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

UseOn(Item, IInteractWithItem)

+ **NetAF.Conversations**

Represents the UseOn command.

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

public UseOn(Item item, IInteractWithItem target)

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

Item ([NetAF.Assets.Item.html](#))

([NetAF.Interpretation.html](#))

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
Type	item	The item to use.
IInteractWithItem	target	The target of the command.

Properties

OnCommandHelp

Get the command help for on.

Declaration

+ NetAF.Commands.

public static CommandHelp OnCommandHelp { get; }

Persistence

(NetAF.Commands.Persistence)

Property Value

+ NetAF.Commands.Region

Type
Map

CommandHelp (NetAF.Commands.CommandHelp.html)

Description

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

UseCommandHelp

Drop

Get the NetAFCommands.Scene.Drop.htm

Examine

Declaration
(NetAF.Commands.Scene.Examine)

Move

public static CommandHelp UseCommandHelp { get; }

Take

(NetAF.Commands.Scene.Take.htm)

Property Value
TakeAll

Type (NetAF.Commands.Scene.TakeAll)

Description

Talk

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Talk.htm)

Unactionable

(NetAF.Commands.Scene.Unactionable)

UseOn

(NetAF.Commands.Scene.UseOn)

Methods

+ NetAF.Conversations

Invoke(Game)

(NetAF.Conversations.html)

NetAF.Conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

Name

Description

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Logic

(NetAF.Logic.html)

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Commands.Persistence**
(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Region**
Map
(NetAF.Commands.RegionMap.html)

- **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

Drop
(NetAF.Commands.Scene.Drop.html)
Examine
(NetAF.Commands.Scene.Examine.html)
Move
(NetAF.Commands.Scene.Move.html)
Take
(NetAF.Commands.Scene.Take.html)
TakeAll
(NetAF.Commands.Scene.TakeAll.html)
Talk
(NetAF.Commands.Scene.Talk.html)
Unactionable
(NetAF.Commands.Scene.Unactionable.html)
UseOn
(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**
(NetAF.Conversations.html)

+ **NetAF.Conversations.Instructions**
(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**
(NetAF.Logic.html)

Namespace NetAF.Conversations

Classes

Filter by title

[NetAF.Commands.Conversation](#) (NetAF.Conversations.Conversation.html)

- + [NetAF.Commands.Frame](#)
(NetAF.Commands.Frame.html)

[LogItem](#) (NetAF.Conversations.LogItem.html)

NetAF.Commands.Global.html

- + [NetAF.Commands.](#)

[Paragraph](#) (NetAF.Conversations.Paragraph.html)

NetAF.Commands.Persistence.html

- + [NetAF.Commands.Region](#)

[Response](#) (NetAF.Conversations.Response.html)

NetAF.Commands.RegionMap.html

- + [NetAF.Commands.Scene](#)

[Scene](#) (NetAF.Commands.Scene.html)

- [NetAF.Conversations](#)

[Participant](#) (NetAF.Conversations.Participant.html)

Enumeration of participants in a conversation.

Conversation

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

[ConversationActionCallback](#) (NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Conversations.Paragraph.html)

Provides a callback that can be used in conversations invoking actions.

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

- + [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instructions.html)

- + [NetAF.Extensions](#)

(NetAF.Extensions.html)

- + [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **NetAF.Commands.Frame**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Frame.html](#))

↳ Conversation

+ **NetAF.Commands.Global**

↳ [\(NetAF.Commands.Global.html\)](#)

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

+ **NetAF.Commands.**

Inherited Members

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Region**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.RegionMap.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Commands.Scene**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.Scene.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF Conversations

↳ [\(NetAF Conversations.html\)](#)

Syntax

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationAction CallBack Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

1 [NetAF.Conversations.Conversation.html](#)

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

Constructors

Conversation(params Paragraph[])

Represents a conversation.

+ **NetAF Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Paragraph.html[]

Type	Name	Description
(NetAF.Interpretation.html)	Paragraph.html[]	The paragraphs.

+ **NetAF.Logic**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

+ **NetAF.Commands.Frame**

public Paragraph CurrentParagraph { get; }

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

Property Value

([NetAFCommands.Global.htm](#))

Type

+ **NetAF.Commands.**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Persistence

([NetAF.Commands.Persistence.html](#))

Log

Map

Get the log

([NetAF.Commands.RegionMap.html](#))

Declaration

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

public LogItem[] Log { get; }

- **NetAF.Conversations**

([NetAFConversations.html](#))

Property Value

Conversation

Type

([NetAF.Conversations.Conversation.html](#))

Description

ConversationActionCallback

LogItem ([NetAF.Conversations.LogItem.html](#))[]

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraphs

Paragraph

([NetAFConversations.Paragraph.html](#))

Get the current paragraph in the conversation.

Participant

Declaration

([NetAF.Conversations.Participant.html](#))

Response

public Paragraph Response { get; }

+ **NetAF.Conversations.**

InSTRUCTIONS

([NetAF.Conversations.Instruction.html](#))

Type

Description

+ **NetAF.Extensions**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Methods

+ **NetAF.Logic**

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Name

Description

+ NetAF.Commands.Global

Game (NetAF.Logic.Game.html)

game

The game.

(NetAF.Commands.Global.html)

Returns

+ NetAF.Commands.

Type

(NetAF.Commands.Persistence.html)

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction to the line.

+ NetAF.Commands.Region

Map

(NetAF.Commands.Region.Map)

+ NetAF.Commands.Scene

Respond to the conversation.

(NetAF.Commands.Scene.html)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation)

Parameters

ConversationActionCallback

Name

Description

Type (NetAF.Conversations.Conversation)

LogItem (NetAF.Conversations.Response.html)

response

The response.

(NetAF.Conversations.LogItem.html)

Game (NetAF.Logic.Game.html)

game

The game.

Paragraph

(NetAF.Conversations.Paragraph.html)

Returns

Participant

(NetAF.Conversations.Participant.html)

Description

Response

(NetAF.Conversations.Response.html)

The reaction to the response.

+ NetAF.Conversations.

Instructions

RestoreFrom(ConversationSerialization)

(NetAF.Conversations.Instruct)

Restore this object from a serialization.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

+ NetAF.Commands.Frame

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

- NetAF.Conversations
(NetAF.Conversations.html)

Conversation
(NetAF.Conversations.Conversation.html)
ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
LogItem
(NetAF.Conversations.LogItem.html)
Paragraph
(NetAF.Conversations.Paragraph.html)
Participant
(NetAF.Conversations.Participant.html)
Response
(NetAF.Conversations.Response.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

+ NetAF.Logic

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: [NetAF](#).[\(NetAE.html\)](#).[Conversations](#) ([NetAF.Conversations.html](#))

Assemblies: [NetAF.dll](#)

Syntax

NetAF.Commands.Global

(NetAF.Commands.Global.htm

 public delegate void ConversationActionCallback(Game game)

+ NetAF.Commands.

Persistence

 Parameters **(NetAF.Commands.Persistence.htm**

 Type

 Name

 Description

 + NetAF.Commands.Region
 Game ([NetAF.Logic.Game.html](#))

 Map

 game

 The game to invoke the callback on.

(NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.htm

- NetAF.Conversations

(NetAF.Conversations.html

 Conversation

 ([NetAF.Conversations.Conversatio](#)

 ConversationActionCallback

 ([NetAF.Conversations.Conversatio](#)

 LogItem

 ([NetAF.Conversations.LogItem.htm](#)

 Paragraph

 ([NetAF.Conversations.Paragraph.h](#)

 Participant

 ([NetAF.Conversations.Participant.h](#)

 Response

 ([NetAF.Conversations.Response.h](#)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html

+ NetAF.Interpretation

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ NetAF.Commands.Global

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.Global.html\)](#)
↳ Paragraph

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Region

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Commands.Scene

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Commands.Scene.html\)](#)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

- NetAF.Conversations

Assembly: NetAF.dll

[\(NetAF.Conversations.html\)](#)

Syntax

```
Conversation  
  (NetAF.Conversations.Conversation  
  public sealed class Paragraph  
    ConversationActionCallback  
    (NetAF.Conversations.Conversation  
    LogItem  
  (NetAF.Conversations.LogItem.html  
  Paragraph  
  (NetAF.Conversations.Paragraph.h
```

Constructors

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Participant.html)

Response

Represents a paragraph in a Conversation.

(NetAF.Conversations.Response.html)

Declaration

+ NetAF.Conversations.

Instructions

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")
[\(NetAF.Conversations.Instruction.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

Type	Name	Description
string	line	Specify the line.
string		

+ NetAF.Logic.Callbacks

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands.Global + NetAF.Commands.Global.htm (https://learn.microsoft.com/dotnet/api/system.string) Persistence (NetAF.Commands.Persistence.html)	<i>name</i>	Specify the name of the paragraph.

Paragraph(string, ConversationActionCallback, string)

Map

Initializes a new instance of the Paragraph class.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)		
string (NetAF.Conversations.ConversationActionCallback.html)	<i>line</i>	Specify the line.
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Response.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type	Name	Description
+ NetAF.Logic (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.html)	<i>line</i>	Specify the line.

+ NetAF.Logic.Callbacks

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.Paragraph(string, string)

[\(NetAF.Commands.Persistence.html\)](#)
Initializes the Paragraph class.

NetAF.Commands.Region

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ NetAF.Commands.Scene

Parameters
[\(NetAF.Commands.Scene.html\)](#)

Type

- NetAF.Conversations

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

line

Specify the line.

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

name

Specify the name of the paragraph.

Properties

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

Get [\(NetAF.Conversations.Participant.html\)](#) this line.

Response

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations

public ConversationActionCallback Action { get; set; }

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Property Value

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

ConversationActionCallback
([\(NetAF.Conversations.ConversationActionCallback.html\)](#))

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

CanRespond

[\(NetAF.Logic.html\)](#)

Get if a response is possible.

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Instruction

+ NetAF.Commands.

Persistence

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

- Type

NetAF.Conversations

IEndOfParagraphInstruction

Description

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

Line

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Get or set the line.

LogItem

(NetAF.Conversations.LogItem.html)

Declaration

Paragraph

(NetAF.Conversations.Paragraph.html)

public string Line { get; set; }

Participant

(NetAF.Conversations.Participant.html)

Property Value

(NetAF.Conversations.Response.html)

Type

+ NetAF.Conversations.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

Instructions

(NetAF.Conversations.Instruct.html)

Name

(NetAF.Extensions.html)

Get the name.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public string Name { get; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands**

public Response[] Responses { get; set; }

Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

+ **NetAF.Commands.Region**

Type
Map

Response[NetAF.Commands.Response.html]()

Description

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Commands.Global.htm)

Assembly: NetAF.dll

Syntax

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap)

Fields

+ **NetAF.Commands.Scene**

Name	Description
(NetAF.Commands.Scene.html)	

Other - **NetAF.Conversations** Any other participant.

(NetAF.Conversations.html) Player.

Conversation

(NetAF.Conversations.Conversation)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class Response

Provides a response to a conversation.

Filter by title

Inheritance -- - - - -

+ **NetAF.Commands** ([microsoft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

Assembly: NetAF

([NetAF.Conversations.Conversation.html](#))

Syntax

ConversationActionCallback

([NetAF.Conversations.Conversation.html](#))
public sealed class Response

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response(string)

([NetAF.Conversations.Response.html](#))

Initializes a new instance of the Response class.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#))
public Response(string line)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

line

The line to trigger this response.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

Provides a response to a conversation.

+ **NetAF.Logic.Configuration**

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	line	The line to trigger this response.

+ NetAF.Commands.Persistence

[\(https://learn.microsoft.com/dotnet/api/NetAF.Commands.Persistence.IEndOfParagraphInstruction\)](https://learn.microsoft.com/dotnet/api/NetAF.Commands.Persistence.IEndOfParagraphInstruction)

[+ NetAF.Commands.RegionMap](https://learn.microsoft.com/dotnet/api/NetAF.Commands.RegionMap)

[\(NetAF.Commands.RegionMap\)](https://learn.microsoft.com/dotnet/api/NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

[+ NetAF.Commands.Scene.html](https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.html)

- NetAF.Conversations

[+ NetAF.Conversations.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html)

Declaration

Conversation

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

[\(NetAF.Conversations.ConversationActionCallback\)](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.ConversationActionCallback)

[Declaration](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.ConversationLogItem)

LogItem

[public IEndOfParagraphInstruction Instruction { get; }](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.LogItem.html)

Paragraph

[\(NetAF.Conversations.Paragraph\)](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Paragraph.html)

[Property Value](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Participant)

[Type](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Participant)

Response

[IEndOfParagraphInstruction](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Response) ([\(NetAF.Conversations.IEndOfParagraphInstruction\)](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.IEndOfParagraphInstruction.html))

[Description](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.IEndOfParagraphInstruction.html)

+ NetAF.Conversations.

[Instructions](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions)

[Line](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instruction)

[\(NetAF.Conversations.Instruction\)](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instruction)

Get the line.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Extensions.html)

+ NetAF.Interpretation

[public string Line { get; }](https://learn.microsoft.com/dotnet/api/NetAF.Interpretation)

[\(NetAF.Interpretation\)](https://learn.microsoft.com/dotnet/api/NetAF.Interpretation)

+ NetAF.Logic

[Property Value](https://learn.microsoft.com/dotnet/api/NetAF.Logic)

[\(NetAF.Logic\)](https://learn.microsoft.com/dotnet/api/NetAF.Logic)

Type

+ NetAF.Logic.Callbacks

[string](https://learn.microsoft.com/dotnet/api/system.string) ([\(https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string))

[\(NetAF.Logic.Callbacks\)](https://learn.microsoft.com/dotnet/api/NetAF.Logic.Callbacks)

[Description](https://learn.microsoft.com/dotnet/api/NetAF.Logic.Callbacks)

+ NetAF.Logic Configuration



+ **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

- **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

 Conversation

 ([NetAF.Conversations.Conversation.html](#))

 ConversationActionCallback

 ([NetAF.Conversations.ConversationActionCallback.html](#))

 LogItem

 ([NetAF.Conversations.LogItem.html](#))

 Paragraph

 ([NetAF.Conversations.Paragraph.html](#))

 Participant

 ([NetAF.Conversations.Participant.html](#))

 Response

 ([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

 ([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

+ [NetAF.Commands.Frame](#)

([NetAF.Commands.Frame.html](#))

ByCallback ([NetAF.Conversations.Instructions.ByCallback.html](#))

+ [NetAF.Commands.Global](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands.](#)

First ([NetAF.Conversations.Instructions.First.html](#))

Persistence

An end-of-paragraph instruction that shifts paragraphs to the start.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Region](#)

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

Map

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

([NetAF.Commands.RegionMap.html](#))

+ [NetAF.Commands.Scene](#)

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

([NetAF.Commands.Scene.html](#))

An end-of-paragraph instruction that shifts paragraphs based on a delta.

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

Last ([NetAF.Conversations.Instructions.Last.html](#))

- [NetAF.Conversations](#).

An end-of-paragraph instruction that shifts paragraphs to the end.

Instructions

([NetAF.Conversations.Instructions.html](#))

Next ([NetAF.Conversations.Instructions.Next.html](#))

ByCallback

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

First

([NetAF.Conversations.Instructions.NextFirst.html](#))

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

GoTo

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Jump

An end-of-paragraph instruction that repeats.

Last

([NetAF.Conversations.Instructions.Last.html](#))

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

Next

An end-of-paragraph instruction that shifts paragraphs based on a name.

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

+ NetAF.Commands.Global

public Func<IEndOfParagraphInstruction> Callback { get; }

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type (NetAF.Commands.Persistence)

Description

Func (https://learn.microsoft.com/dotnet/api/system.func-1)<

+ NetAF.Commands.Region

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>

Map

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

Methods

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

GetIndexOfNext(Paragraph, Paragraph[])

NetAF Conversations

Get the index of the next paragraph.

Instructions

Declaration

(NetAF.Conversations.Instruct

ByCallback GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

First

Parameters

(NetAF.Conversations.Instructions.

Type GoTo

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

The current paragraph.

Type IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)]

current

paragraphs

The collection of paragraphs.

Type Jump

(NetAF.Conversations.Instructions.

Returns Last

Type NetAF.Conversations.Instructions.

Description

Next

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

Implements

Repeat

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

▼

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.ByCallback)
 - First
 - (NetAF.Conversations.Instructions.First)
 - GoTo
 - (NetAF.Conversations.Instructions.GoTo)
 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.IEndOfParagraphInstruction)
 - Jump
 - (NetAF.Conversations.Instructions.Jump)
 - Last
 - (NetAF.Conversations.Instructions.Last)
 - Next
 - (NetAF.Conversations.Instructions.Next)
 - Previous
 - (NetAF.Conversations.Instructions.Previous)
 - Repeat
 - (NetAF.Conversations.Instructions.Repeat)
 - ToName
 - (NetAF.Conversations.Instructions.ToName)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Implementation

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ **NetAF.Commands.Region**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

([NetAF.Commands.RegionMap.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Instructions

Syntax

ByCallback

([NetAF.Conversations.Instructions.html](#)).First().EndOfParagraphInstruction

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

1EndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Last

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

Next

(NetAF.Conversations.Instructions.

Previous GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Repeat

Parameters

(NetAF.Conversations.Instructions.

Type

Name

Description

(NetAF.Conversations.Instructions.

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ **NetAF.Extensions**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

([NetAF.Extensions.html](#))

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Region**

Map

[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [GoTo](#)

Persistence

Implementation

+ [NetAF.Commands.Persistence](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html))

+ [NetAF.Commands.Region](#)

Inherited Members

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Commands.Scene](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Commands.Scene.html](https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.html))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- [NetAF.Conversations](#)

Namepaces ([NetAF.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html)).Conversations ([NetAF.Conversations.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.html)).Instructions ([NetAF.Conversations.Instructions.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.html))

Assembly ([NetAF](https://learn.microsoft.com/dotnet/api/NetAF))

+ [NetAF.Conversations.Instruct](#)

Syntax

ByCallback

(NetAF.Conversations.Instructions.

public sealed class GoTo : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Constructors

GoTo(int)

(NetAF.Conversations.Instructions.

An [end](#) of paragraph instruction that shifts paragraphs based on an absolute index.

(NetAF.Conversations.Instructions.

Declaration

Next

(NetAF.Conversations.Instructions.

public GoTo(int index)

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

Type

ToName

Name

Description

(NetAF.Conversations.Instructions.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](https://learn.microsoft.com/dotnet/api/NetAF.Extensions.html))

+ [NetAF.Interpretation](#)

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.Global.html)
```

+ NetAF.Commands.{ get; }

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- NetAF.Conversations.

Get the index of the next paragraph.

(NetAF.Conversations.Instruct)

Declaration

ByCallback

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

First

(NetAF.Conversations.Instructions.html)

Parameters

GoTo

Type (NetAF.Conversations.Instructions.html)

IEndOfParagraphInstruction

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.html)

Name

Description

The current paragraph.

Jump (NetAF.Conversations.Paragraph.html[])

paragraphs

The collection of paragraphs.

Last

Returns

(NetAF.Conversations.Instructions.html)

Type

Text

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Previous

The index of the next paragraph.

(NetAF.Conversations.Instructions.html)

Repeat

(NetAF.Conversations.Instructions.html)

ToName

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

▼

[NetAF.Commands.Global.html](#)

- + **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Region**
 Map
 ([NetAF.Commands.RegionMap.html](#))
- + **NetAF.Commands.Scene**
 ([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
 ([NetAF.Conversations.html](#))
- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))
 - ByCallback
([NetAF.Conversations.Instructions.ByCallback.html](#))
 - First
([NetAF.Conversations.Instructions.First.html](#))
 - GoTo
([NetAF.Conversations.Instructions.GoTo.html](#))
 - IEndOfParagraphInstruction
([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 - Jump
([NetAF.Conversations.Instructions.Jump.html](#))
 - Last
([NetAF.Conversations.Instructions.Last.html](#))
 - Next
([NetAF.Conversations.Instructions.Next.html](#))
 - Previous
([NetAF.Conversations.Instructions.Previous.html](#))
 - Repeat
([NetAF.Conversations.Instructions.Repeat.html](#))
 - ToName
([NetAF.Conversations.Instructions.ToName.html](#))
- + **NetAF.Extensions**
 ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

Map

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

Methods

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.html)

Get the index of the next paragraph.

- **NetAF.Conversations.**

Instructions

Declaration

(NetAF.Conversations.Instruct

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

 ByCallback

 (NetAF.Conversations.Instructions.

 First

Parameters

 (NetAF.Conversations.Instructions.

Type

To

 (NetAF.Conversations.Instructions.

 Paragraph (NetAF.Conversations.Paragraph.html)

 IEndOfParagraphInstruction

 Paragraph (NetAF.Conversations.Paragraph.html)[]

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

Jump

Return

(NetAF.Conversations.Instructions.

Last

Type

(NetAF.Conversations.Instructions.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

Next

Previous

Repeat

ToName

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ Jump

+ **NetAF.Commands.Region**

Implements

Map

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Commands.RegionMap)

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Scene.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instruct

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

ByCallback

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

First

([NetAF.Conversations.Instructions](#).

public sealed class Jump : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Jump

([NetAF.Conversations.Instructions](#).

Last

([NetAF.Conversations.Instructions](#).

Next

An end of paragraph instruction that shifts paragraphs based on a delta.

([NetAF.Conversations.Instructions](#).

Declaration

Previous

([NetAF.Conversations.Instructions](#).

public Jump(int delta)

Repeat

([NetAF.Conversations.Instructions](#).

ToName

Parameters

([NetAF.Conversations.Instructions](#).

Type

+ **NetAF.Extensions**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Extensions.html)

Type	Name	Description
	delta	The delta to shift paragraphs by.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Properties

Delta

Get the delta.



Declaration

Persistence

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Property Value

Map

Type [NetAF.Commands.RegionMap](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instruct)

Get the index of the next paragraph.

ByCallback

Declaration [NetAF.Conversations.Instructions.](#)

First

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

GoTo

(NetAF.Conversations.Instructions.

Parameters

IEndOfParagraphInstruction

Type [NetAF.Conversations.Instructions.](#)

Name

Description

Jump

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

Last

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

Next

Returns

(NetAF.Conversations.Instructions.

Type previous

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance-----

(**NetAF.Commands.Persistence**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Implements

(**NetAF.Commands.RegionMap**)

Inherited Members

+ **NetAF.Commands.Scene**

(**NetAF.Commands.Scene.html**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Instructions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**NetAF.Conversations.Instruct**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

(**NetAF.Conversations.Instructions**)

Assembly: NetAF.dll

First

Syntax

(NetAF.Conversations.Instructions.

GoTo

public void class Last : IEndOfParagraphInstruction

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Methods

Last

(NetAF.Conversations.Instructions.

Next

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Previous

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

Repeat

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

NetAF.Extensions

(**NetAF.Extensions.html**)

Type

Name

Description

+ **NetAF.Interpretation**

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

(**NetAF.Interpretation.html**)

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

+ **NetAF.Logic**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Commands.Persistency.IEndOfParagraphInstruction.html](#))

+ **NetAF.Commands.Region**

Map

([NetAF.Commands.RegionMap](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance [System.Object](#)

+ [NetAF.Commands.RegionMap](#)
↳ Next

Implementation of [IEndOfParagraphInstruction](#)

+ [NetAF.Commands.Scene](#)

Inherited Members

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

- [NetAF.Conversations](#).

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Conversations.Instructions.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Conversations.Instructions.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: [NetAF.dll](#)

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public void GoTo(PlaceNext : IEndOfParagraphInstruction)

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

Methods

([NetAF.Conversations.Instructions.html](#))

Next

([NetAF.Conversations.Instructions.html](#))

Previous

([NetAF.Conversations.Instructions.html](#))

Get the index of the next paragraph.

Repeat

Declaration

([NetAF.Conversations.Instructions.html](#))

ToName

p([NetAF.Conversations.NextParagraph](#) current, Paragraph[] paragraphs)

+ [NetAF.Extensions](#)

Parameters

([NetAF.Extensions.html](#))

Type	Name	Description
+ NetAF.Interpretation		
(NetAF.Interpretation.html)	Paragraph.html	The current paragraph.

+ [NetAF.Logic](#)
([NetAF.Logic.html](#))

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Commands.Region

Map

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#))

ByCallback

([NetAF.Conversations.Instructions.](#))

First

([NetAF.Conversations.Instructions.](#))

GoTo

([NetAF.Conversations.Instructions.](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#))

Jump

([NetAF.Conversations.Instructions.](#))

Last

([NetAF.Conversations.Instructions.](#))

Next

([NetAF.Conversations.Instructions.](#))

Previous

([NetAF.Conversations.Instructions.](#))

Repeat

([NetAF.Conversations.Instructions.](#))

ToName

([NetAF.Conversations.Instructions.](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Previous

(NetAF.Commands.RegionMap)

Implements

+ NetAF.Commands.Scene

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Commands.Scene.html)

Inherited Members

+ NetAF.Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Conversations.Instruct

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>)

First

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public class Previous : IEndOfParagraphInstruction

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

Previous

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Repeat

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

TOName

(NetAF.Conversations.Instructions.

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

(NetAF.Logic.html)

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Commands.RegionMap**
[\(NetAF.Commands.RegionMap.html\)](#)

+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

 ByCallback
[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

 First
[\(NetAF.Conversations.Instructions.First.html\)](#)

 GoTo
[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

 IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

 Jump
[\(NetAF.Conversations.Instructions.Jump.html\)](#)

 Last
[\(NetAF.Conversations.Instructions.Last.html\)](#)

 Next
[\(NetAF.Conversations.Instructions.Next.html\)](#)

 Previous
[\(NetAF.Conversations.Instructions.Previous.html\)](#)

 Repeat
[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

 ToName
[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Repeat

+ NetAF.Commands.Scene

Implements

[\(NetAF.Commands.Scene.html\)](#) [\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

GoTo

Assembly: NetAF.dll

[\(NetAF.Conversations.Instructions](#)

Syntax

```
IEndOfParagraphInstruction  
    (NetAF.Conversations.Instructions.  
        public sealed class Repeat : IEndOfParagraphInstruction
```

```
        (NetAF.Conversations.Instructions.  
            public sealed class Repeat : IEndOfParagraphInstruction  
                (NetAF.Conversations.Instructions.  
                    Last  
                    (NetAF.Conversations.Instructions.  
                        Next  
                        (NetAF.Conversations.Instructions.
```

Methods

[\(NetAF.Conversations.Instructions](#)

Previous

[\(NetAF.Conversations.Instructions](#)
Repeat

[\(NetAF.Conversations.Instructions](#)

ToName

Declaration

[\(NetAF.Conversations.Instructions](#)

+ NetAF.Extensions

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
\(NetAF.Extensions.html\)
```

+ NetAF.Interpretation

Parameters

[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

[\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Logic.Callbacks

	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

Map [IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
(NetAF.Commands.RegionMap)

- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Logic.Callbacks**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

(**NetAF.Commands.RegionMap**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Scene**

(**NetAFCommands.Scene.html**)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Conversations**

Inherited Members

(**NetAFConversations.html**)

- **NetAF.Conversations**
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo
Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

IEndOfParagraphInstruction

Syntax

(**NetAF.Conversations.Instructions**.

Jump

public void ToName(IEndOfParagraphInstruction

Last

(**NetAF.Conversations.Instructions**.

Next

(**NetAF.Conversations.Instructions**.

Previous

(**NetAF.Conversations.Instructions**.

Repeat

An end of paragraph instruction that shifts paragraphs based on a name.

ToName

Declaration

(**NetAF.Conversations.Instructions**.

+ **NetAF.Extensions**

public ToName(string name)

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

Type

Name

Description

+ **NetAF.Logic**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

name

The name of the paragraph to jump to.

(**NetAF.Logic.html**)

+ **NetAF.Logic.Callbacks**

(**NetAF.Logic.Callbacks.html**)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

(NetAF.Commands.RegionMap
public string Name { get; })

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html
Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Conversations.Instruct

(NetAF.Conversations.Instructions.

First

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

GoTo

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Last

Parameters

(NetAF.Conversations.Instructions.

Type

Next

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)

Previous

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)[]

Repeat

(NetAF.Conversations.Instructions.

Returns

ToName

Type

NetAF.Conversations.Instructions.

Name

Description

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

Repeat

(NetAF.Conversations.Instructions.

Results

ToName

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

▼

(NetAF.Commands.RegionMap

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

CommandHelpExtensions (NetAF.Extensions.CommandHelpExtensions.html)

(NetAF.Commands.Global.htm)

Provides extension methods for CommandHelp.

+ NetAF.Commands.

Persistence

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

(NetAF.Commands.Persistence.htm)

Provides extension versions for Directions.

+ NetAF.Commands.Region

Map

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

(NetAF.Commands.RegionMap.htm)

Provides extension methods for StringBuilder.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

StringExtensions (NetAF.Extensions.StringExtensions.html)

+ NetAF.Conversations

Provides extension methods for strings.

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtens

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Class CommandHelpExtensions

Provides extension methods for CommandHelp.

Filter by title

Inheritance

([NetAF.Commands.Global.htm](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CommandHelpExtensions

Persistence

Inherited Members

([NetAF.Commands.Persistence.htm](#))

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)))

+ **NetAFCommands.Region**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAFCommands.RegionMap**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAFCommands.Scene**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

+ **NetAFConversations**.

Assembly: NetAF.dll

Instructions

Syntax ([NetAF.Conversations.Instruct.htm](#))

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

CommandHelpExtensions

([NetAF.Extensions.CommandHelpExtensions.htm](#))

Methods

Declaration ([NetAF.Extensions.CommandHelpExtensions.htm](#))

([NetAF.Extensions.DirectionExtensions.htm](#))

StringBuilderExtensions

FormattedToDisplayShortcut(CommandHelp)

([NetAF.Extensions.StringExtensions.htm](#))

StringExtensions

Returns this CommandHelp formatted to display command in the format Command/Shortcut.

([NetAF.Extensions.StringExtension.htm](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public static CommandHelp FormattedToDisplayShortcut(this CommandHelp value)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Parameters

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Name	Description
value	The value.

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	The formatted CommandHelp.

FormattedToDisplayShortcutAndVariable(CommandHelp)

Returns this CommandHelp formatted to display command in the format Command/Shortcut __.

Declaration

```
Persistence
public static CommandHelp FormattedToDisplayShortcutAndVariable(this CommandHelp val
ue)
```

+ NetAF.Commands.Region

Map

Parameters

Type	Name	Description
(NetAF.Commands.RegionMap)	value	The value.

- NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	The formatted CommandHelp.

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

```
CommandHelpExtensions
(NetAF.Extensions.CommandHelpExtensi
DirectionExtensions
(NetAF.Extensions.DirectionExtensi
StringBuilderExtensions
(NetAF.Extensions.StringBuilderExt
StringExtensions
(NetAF.Extensions.StringExtension
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm

+ NetAF.Logic.Modes

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ DirectionExtensions

(NetAF.Commands.Persistence)

Inherited Members

+ NetAF.Commands.Region

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Map

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands.Scene

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Commands.Scene.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

* NetAF.Conversations

↳ [\(NetAF.Conversations.Extensions.html\)](#) (NetAF.Extensions.html)

↳ [\(NetAF.Conversations.Instructions.html\)](#)

↳ [\(NetAF.Conversations.Instruct.html\)](#)

Syntax

- NetAF.Extensions

public static class DirectionExtensions

(NetAF.Extensions.html)

CommandHelpExtensions

(NetAF.Extensions.CommandHelpExtensions)

DirectionExtensions

Methods

↳ [\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions)

Inverse(Direction)

StringExtensions

(NetAF.Extensions.StringExtension)

Get an inverse direction.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

Direction Inverse(this Direction value)

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Callbacks

T([\(NetAF.Logic.Callbacks.html\)](#))

Name

Description

+ NetAF.Logic.Configurations

Direction ([\(NetAF.Logic.Configuration.Direction.html\)](#))

value

The direction.

(NetAF.Logic.Configuration.html)

Returns

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Region
Map
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- NetAF.Extensions
(NetAF.Extensions.html)
 - CommandHelpExtensions
(NetAF.Extensions.CommandHelpExtensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtensions.html)
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderExtensions.html)
 - StringExtensions
(NetAF.Extensions.StringExtensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ `Object` (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Persistence.html](#))

Inherited Members

+ **NetAF.Commands.Region**

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.RegionMap.html](#))

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ **NetAF.Conversations**

Namepaces

↳ **NetAF** ([NetAF.html](#))

Extensions

([NetAF.Extensions.html](#))

Assemblies

([NetAF.Conversations.Instruct.html](#))

Syntax

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

```
public static class StringBuilderExtensions
{
    public static void CommandHelpExtensions()
    {
        public static void CommandHelpExtensions()
    }

    public static void DirectionExtensions()
    {
        public static void DirectionExtensions()
    }

    public static void StringExtensions()
    {
        public static void StringExtensions()
    }
}
```

Methods

EnsureFinishedSentence(StringBuilder)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Logic.Callbacks**

Parameters

([NetAF.Logic.Callbacks.html](#))

Type

+ **NetAF.Logic.Configuration**

StringBuilder (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

([NetAF.Logic.Configuration.html](#))

value

The string to finish.

	Name	Description
Type		
+ NetAF.Logic.Configuration		
StringBuilder (https://learn.microsoft.com/dotnet/api/system.text.stringbuilder)	value	The string to finish.

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

↳ **NetAF.Extensions**

▼

+ **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Region**

Map

 ([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instructions.html](#))

- **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

 CommandHelpExtensions

 ([NetAF.Extensions.CommandHelpExtensions.html](#))

 DirectionExtensions

 ([NetAF.Extensions.DirectionExtensions.html](#))

 StringBuilderExtensions

 ([NetAF.Extensions.StringBuilderExtensions.html](#))

 StringExtensions

 ([NetAF.Extensions.StringExtensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

 ([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

 ([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The concatenated string.

CaseInsensitiveContains(string, string)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

(NetAF.Commands.Persistence)
Declaration

+ NetAF.Commands.Region

Map [\(NetAF.Commands.RegionMap\)](#)

Parameters

+ NetAF.Commands.Scene

Type	Name	Description
(NetAF.Commands.Scene.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ NetAF.Conversations

string (https://learn.microsoft.com/dotnet/api/system.string)	subString	The string to seek.
--	-----------	---------------------

+ NetAF.Conversations.

Returns

Instructions

Type	Description
(NetAF.Extensions.Instruct)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

- bool [\(NetAF.Extensions.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
CommandHelpExtensions

(NetAF.Extensions.CommandHelp)

DirectionExtensions

EnsureFinishedSentence(string)

[StringExtensions](#)
Ensure this string is a finished sentence, ending in either ?, ! or .

([\(NetAF.Extensions.StringBuilderExtensions\)](#)

Declaration

(NetAF.Extensions.StringExtension)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Parameters

+ NetAF.Logic

Type	Name	Description
(NetAF.Logic.html)		

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)		
--	--	--

Returns

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

ExamineAsParsable(string, IExaminable)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```



Parameters

Type	Name	Description
(NetAF.Commands.Persistence.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
+ NetAF.Commands.RegionMap IExaminable (NetAF.Assets.IExaminable.html)	<i>examinable</i>	The examinable.

(NetAF.Commands.RegionMap)

Returns

+ NetAF.Commands.Scene

Type	Description
(NetAF.Commands.Scene.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

+ NetAF.Conversations

(NetAF.Conversations.html)

EqualIdentifier(string, Identifier)

Instructions

Determine if this string equals an identifier.

(NetAF.Conversations.Instruct)

Declaration

- NetAF.Extensions

(NetAF.Extensions.html)

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

CommandHelpExtensions

(NetAF.Extensions.CommandHelp)

Parameters

DirectionExtensions

Type	Name	Description
StringExtensions string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
IdentifierExtensions Identifier (https://learn.microsoft.com/dotnet/api/NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.

GetNetAF.Interpretation

(NetAF.Interpretation.html)

Type	Description
+ NetAF.Logic bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

GetObjectIdentifier(string)

(NetAF.Logic.Callbacks.html)

GetNetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

```
public static string GetObjectIdentifier(this string word)
```

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

Returns

Type	Description
Persistence (NetAF.Commands.Persistence.html)	The objectifier.

+ NetAF.Commands.Region

Map InsehnsitiveEquals(string, string) (NetAF.Commands.RegionMap)

Compare this string to another, with no case sensitivity.

+ NetAF.Commands.Scene

Declaration
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

public static bool InsensitiveEquals(this string value, string other)
(NetAF.Conversations.html)

+ NetAF Conversations.

Parameters

Type	Name	Description
Instructions (NetAF.Conversations.Instruct.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

- NetAF.Extensions

string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.html)	other	The other value.
---	-------	------------------

CommandHelpExtensions

Returns
(NetAF.Extensions.CommandHelp)

Type	Description
DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions.html)

StringExtensions

IsPlural(string)
(NetAF.Extensions.StringExtension)

+ NetAF Interpretation

Get if a word is plural.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) IsPlural(this string word)

+ NetAF.Logic.Callbacks

Parameters
(NetAF.Logic.Callbacks.html)

Type	Name	Description
LogicConfiguration (NetAF.Logic.Configuration.html)	word	The word to check.

+ NetAF.Logic.Modes

Returns

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

IsVowel(string)

Gets whether `value` is a vowel.

(NetAF.Commands.Persistence.html)
Declaration

+ NetAF.Commands.Region

Map
<https://learn.microsoft.com/dotnet/api/system.boolean>

(NetAF.Commands.RegionMap)

Parameters

+ NetAF.Commands.Scene

Type
<https://learn.microsoft.com/dotnet/api/system.boolean>

+ NetAF.Conversations
<https://learn.microsoft.com/dotnet/api/system.boolean>

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type
Instructions

b
<https://learn.microsoft.com/dotnet/api/system.boolean>

Name

Description

Description

True if the character is a vowel.

- NetAF.Extensions

(NetAF.Extensions.html)

LineCount(string)

CommandHelpExtensions

Detects the number of lines in a string.

DirectionExtensions

Declaration
<https://learn.microsoft.com/dotnet/api/system.boolean>

StringBuilderExtensions

public static int LineCount(this string value)
<https://learn.microsoft.com/dotnet/api/system.boolean>

StringExtensions

Parameters

+ NetAF.Interpretation

Type
<https://learn.microsoft.com/dotnet/api/system.boolean>

(NetAF.Interpretation.html)
<https://learn.microsoft.com/dotnet/api/system.boolean>

Name

Description

The value.

+ NetAF.Logic

Ref
<https://learn.microsoft.com/dotnet/api/system.boolean>

+ NetAF.Logic.Callbacks

Description

(NetAF.Logic.Callbacks.html)

int
<https://learn.microsoft.com/dotnet/api/system.int32>

The number of lines in the string.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

RemoveSentenceEnd(string)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html) sentence, ending in either ?, ! or .

Declarative Persistence

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

(NetAF.Commands.Persistence.html)
Returns

Type	Description
Map (NetAF.Commands.RegionMap.html)	The unfinished string.

+ NetAF.Commands.Scene

ToDescription(string)
([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

Returns this string as a Description.
([\(NetAF.Conversations.html\)](#))

Declaration

+ NetAF.Conversations.

Instructions

```
public static Description ToDescription(this string value)
```

([\(NetAF.Conversations.Instruct.html\)](#))

Parameters

Type	Name	Description
CommandHelpExtensions string (https://learn.microsoft.com/dotnet/api/system.string) ((NetAF.Extensions.CommandHelp.html))	value	The value.

DirectionExtensions

Returns
([\(NetAF.Extensions.DirectionExtens.html\)](#))

Type StringBuilderExtensions

([\(NetAF.Extensions.StringBuilderExtensions.html\)](#))
Description ([\(NetAF.Assets.Description.html\)](#))
StringExtensions

([\(NetAF.Extensions.StringExtension.html\)](#))

+ NetAF.Interpretation

ToIdentifier(string)
([\(NetAF.Interpretation.html\)](#))

Returns this string as an Identifier.

+ NetAF.Logic

(NetAF.Logic.html)
([\(NetAF.Logic.html\)](#))

+ NetAF.Logic.Callbacks

```
public static Identifier ToIdentifier(this string value)
```

([\(NetAF.Logic.Callbacks.html\)](#))

+ NetAF.Logic.Configuration

Parameters
Type
([\(NetAF.Logic.Configuration.html\)](#))

+ NetAF.Logic.Modes

string (<https://learn.microsoft.com/dotnet/api/system.string>)
([\(NetAF.Logic.Modes.html\)](#))

Return [\(NetAF.Persistence.html\)](#)

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

ToSentenceCase(string)

Converts a string to sentence case.

(NetAF.Commands.Persistence)

Declaration

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Parameters

+ NetAF.Commands.Scene

Type

(NetAF.Commands.Scene.html)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The word in sentence case.

- NetAF.Extensions

(NetAF.Extensions.html)

ToSpeech(string)

CommandHelpExtensions

ConversionExtensions

DirectionExtensions

Declaration

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

public static string ToSpeech(this string value)

(NetAF.Extensions.StringBuilderEX

StringExtensions

Parameters

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Logic

Ref

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The value in sentence case.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Namespace NetAF.Interpretation

Classes

Filter by title

ConversationCommandInterpreter

(NetAF.Interpretation.ConversationCommandInterpreter.html)

Persistence

Provides an object that can be used for interpreting conversation commands.

(NetAF.Commands.Persistence)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

RegionMap

Provides an object for interpreting custom commands.

+ NetAF.Commands.Scene

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommandInterpreter.html)

+ Provides an object that can be used for interpreting frame commands.

Conversations

(NetAF.Conversations.html)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommandInterpreter.html)

Provides an object that can be used for interpreting global commands.

Instruct

(NetAF.Conversations.Instruct)

InputInterpreter

(NetAF.Interpretation.InputInterpreter.html)

Provides an object that can be used for interpreting game input.

- NetAF.Interpretation

InterpretationResult

(NetAF.Interpretation.InterpretationResult.html)

Represents the result of an interpretation.

ConversationCommand

Interpreter

(NetAF.Interpretation.ConversationCommand)

Interpreters

(NetAF.Interpretation.Interpreters.html)

Provides collections of interpreters.

(NetAF.Interpretation.IInterpreters)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommandInterpreter)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCommandInterpreter.html)

Provides an object that can be used for interpreting region map commands.

(NetAF.Interpretation.IRegionMapCommandInterpreter)

InputInterpreter

(NetAF.Interpretation.InputInterpreter)

Provides an object that can be used for interpreting scene commands.

(NetAF.Interpretation.SceneCommandInterpreter)

Interpreters

(NetAF.Interpretation.Interpreters)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCommandInterpreter)

Interfaces

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Represents any object that can act as an interpreter for input.

▼

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapCom

Class ConversationCommandInterpreter

Provides an object that can be used for interpreting conversation commands.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ **Persistence**
↳ ConversationCommandInterpreter
(**NetAF.Commands.Persistence**)

Implements

+ **NetAF.Commands.Region**

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Map

Inherited Members

(**NetAF.Commands.RegionMap**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instructions

Na(**NetAF.Conversations.Instruction**) (<https://learn.microsoft.com/dotnet/api/system.object>) (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

(**NetAF.Extensions.html**)

- **NetAF.Interpretation** ConversationCommandInterpreter : IInterpreter

(**NetAF.Interpretation.html**)

ConversationCommand

Interpreter

Properties Conversation

CustomCommandInterpreter

(**NetAF.Interpretation.CustomCom**)

DefaultSupportedCommands

FrameCommandInterpreter

Get a list of all supported commands.

(**NetAF.Interpretation.GlobalComm**)

Declaration

Interpreter

(**NetAF.Interpretation.IInterpreter**)

public static CommandHelp[] DefaultSupportedCommands { get; }

InputInterpreter

(**NetAF.Interpretation.InputInterpret**)

InterpretationResult

(**NetAF.Interpretation.Interpretation**)

Type Interpreters

(**NetAF.Interpretation.Interpreters**)

CommandHelp (<https://learn.microsoft.com/dotnet/api/system.commandhelp.html>)[]

RegionMapCommandInterpreter

(**NetAF.Interpretation.RegionMapC**)

SceneCommandInterpreter

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.

Property Value
Persistence

Type [NetAF.Commands.Persistence](#)

Description

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap)

Methods

(NetAF.Commands.Scene.html)

+ NetAF.Conversations.

GetContextualCommandHelp(Game)

(NetAF.Conversations.html)

Get contextual command help for a game, based on its current state.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Extensions.

(NetAF.Extensions.html)

Parameters

- NetAF.Interpretation

(NetAF.Interpretation.html)

Game (NetAF.Logic.Game.html)

ConversationCommand

Name

Description

game

The game.

Returns

(NetAF.Interpretation.Conversation)

Type **customCommandInterpreter**

Description

(NetAF.Interpretation.CustomComr)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

The contextual help.

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

Interpret(string, Game)

IInterpreter

Interprets a string

(NetAF.Interpretation.IInterpreter.h)

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Interpretation.Interpretation

Interpreters

Parameters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
+ NetAF.Commands. Persistence (NetAF.Commands.Persistence.html)	The result of the interpretation.

+ NetAF.Commands.Region Map

IInterpreter (NetAF.Commands.RegionMapInterpreter.html)

+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

- NetAF.Interpretation (NetAF.Interpretation.html)

ConversationCommand
Interpreter
(NetAF.Interpretation.Conversation)
CustomCommandInterpreter
(NetAF.Interpretation.CustomCom
FrameCommandInterpreter
(NetAF.Interpretation.FrameComm
GlobalCommandInterpreter
(NetAF.Interpretation.GlobalComm
IInterpreter
(NetAF.Interpretation.IInterpreter.ht
InputInterpreter
(NetAF.Interpretation.InputInterpret
InterpretationResult
(NetAF.Interpretation.Interpretation
Interpreters
(NetAF.Interpretation.Interpreters.h
RegionMapCommandInterpreter
(NetAF.Interpretation.RegionMapC
SceneCommandInterpreter

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Region

CustomCommandInterpreter

Map

Implements

(NetAF.Commands.RegionMap)

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Conversations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Conversations.Instruct)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

(NetAF.Extensions.html)

Assembly: NetAF.dll

Syntax

(NetAF.Interpretation.html)

```
public sealed class CustomCommandInterpreter : IInterpreter  
    ConversationCommand
```

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

Get all supported commands.

(NetAF.Interpretation.IInterpreter.ht

Declaration

InputInterpreter

(NetAF.Interpretation.InputInterpret

```
public CommandHelp[] SupportedCommands { get; }
```

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

Property Value

(NetAF.Interpretation.Interpreters.h

Type RegionMapCommandInterpreter

Description

(NetAF.Interpretation.RegionMapC

ommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

SceneCommandInterpreter

(NetAF.Interpretation.SceneComma

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(NetAF.Commands.Persistence)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.Region

Map

Parameters

(NetAF.Commands.RegionMap)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game.

+ NetAF.Conversations

Returns

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Instructions

(NetAF.Conversations.Instruct

NetAF.Extension(Game)

(NetAF.Extensions.html)

Interpret a string.

- NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

```
public InterpretationResult Interpret(string input, Game game)
```

Interpreter

(NetAF.Interpretation.Conversation

Parameters

CustomCommandInterpreter

Type	Name	Description
FrameCommandInterpreter		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

IInterpreter

Returns

(NetAF.Interpretation.IInterpreter.h)

Type	Description
InputInterpreter	The result of the interpretation.

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

IIInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

▼

- (NetAF.Commands.Persistence.html)
- + NetAF.Commands.RegionMap
 - (NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
 - (NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- NetAF.Interpretation
 - (NetAF.Interpretation.html)
 - ConversationCommand
 - Interpreter
 - (NetAF.Interpretation.ConversationCommand.html)
 - CustomCommandInterpreter
 - (NetAF.Interpretation.CustomCommandInterpreter.html)
 - FrameCommandInterpreter
 - (NetAF.Interpretation.FrameCommandInterpreter.html)
 - GlobalCommandInterpreter
 - (NetAF.Interpretation.GlobalCommandInterpreter.html)
 - IInterpreter
 - (NetAF.Interpretation.IInterpreter.html)
 - InputInterpreter
 - (NetAF.Interpretation.InputInterpreter.html)
 - InterpretationResult
 - (NetAF.Interpretation.InterpretationResult.html)
 - Interpreters
 - (NetAF.Interpretation.Interpreters.html)
 - RegionMapCommandInterpreter
 - (NetAF.Interpretation.RegionMapCommandInterpreter.html)
 - SceneCommandInterpreter
 - (NetAF.Interpretation.SceneCommandInterpreter.html)

Class FrameCommandInterpreter

Provides an object that can be used for interpreting frame commands.

Filter by title

Inheritance

+ **NetAF.Commands.Region**
↳ Object (https://learn.microsoft.com/dotnet/api/system.object)

MapFrameCommandInterpreter

Implements
NetAF.Commands.RegionMap

Interpreter (NetAF.Interpretation.IInterpreter.html)

Inherited Members
NetAF.Commands.Scene.html

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
NetAF.Conversations.html

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

NetAF.Extensions.html

NameSpace: NetAF (NetAF.html), Interpretation (NetAF.Interpretation.html)

- **NetAF.Interpretation**

Syntax
NetAF.Interpretation.html

```
ConversationCommand
public sealed class FrameCommandInterpreter : IInterpreter
    Interpreter
```

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

DefaultSupportedCommands

IInterpreter

Get a list of supported commands.

InputInterpreter

Declaration
(NetAF.Interpretation.InputInterpret

InterpretationResult

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

(NetAF.Interpretation.Interpretation

Interpreters

Property Value
(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

Type
(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Region

Type

(NetAF.Commands.RegionMap)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

(NetAF.Conversations.html)

+ NetAF.Conversations.

GetContextualCommandHelp(Game)
Instructions

GetNetAFConversationsInfoForGame, based on its current state.

Declaration

(NetAF.Extensions.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

- NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

ConversationCommand

Type

Interpreter

Game (NetAF.Logic.Game.html)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

Returns

FrameCommandInterpreter

Type

NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

Interpret(string, Game)

(NetAF.Interpretation.InputInterpret

Interpret a string

InterpretationResult

Declaration

Interpreters

(NetAF.Interpretation.Interpreters.h

```
public InterpretationResult Interpret(string input, Game game)
```

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

Parameters

CommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
+ NetAF.Commands.RegionMap	InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

Class GlobalCommandInterpreter

Provides an object that can be used for interpreting global commands.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ [Map](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [GlobalCommandInterpreter](#)
[\(NetAF.Commands.RegionMap\)](#)

Implements

+ NetAF.Commands.Scene

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))
[\(NetAF.Commands.Scene.html\)](#)

Inherited Members

+ NetAF.Conversations

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
[\(NetAF.Conversations.html\)](#)

object Equals(object) ([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 ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Extensions.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Interpretation

Assembly: [NetAF.dll](#)

[\(NetAF.Interpretation.html\)](#)

Syntax

```
ConversationCommand  
Interpreter  
public sealed class GlobalCommandInterpreter : IInterpreter  
(NetAF.Interpretation.Conversation)
```

```
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCom  
FrameCommandInterpreter  
(NetAF.Interpretation.FrameComm
```

Properties

DefaultSupportedCommands
(NetAF.Interpretation.IInterpreter.h

Get an array of all supported commands.

(NetAF.Interpretation.InputInterpret
Declaration
InterpretationResult
(NetAF.Interpretation.Interpretation

```
public static CommandHelp[] DefaultSupportedCommands { get; }  
Interpreters
```

(NetAF.Interpretation.Interpreters.h
RegionMapCommandInterpreter
(NetAF.Interpretation.RegionMapC

Type SceneCommandInterpreter

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

Description

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Region

Property Value

Map

Type [NetAF.Commands.RegionMap](#)

Description

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Methods

+ NetAF.Conversations.

Instructions

GetContextualCommandHelp(Game)

([NetAF.Conversations.Instruct](#))

Get contextual command help for a game, based on its current state.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public CommandHelp[] GetContextualCommandHelp(Game game)

([NetAF.Interpretation.html](#))

Parameters

Interpreter

Type [NetAF.Interpretation.Conversation](#)

Name

Description

Game ([NetAF.Logic.Game.html](#))

game

The game.

Returns

[FrameCommandInterpreter](#)

Type [GlobalCommandInterpreter](#)

Description

([NetAF.Interpretation.GlobalComm](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

The contextual help.

IInterpreter

([NetAF.Interpretation.IInterpreter](#))

InputInterpreter

Interpret(string, Game)

InterpretationResult

Interpret a string

([NetAF.Interpretation.Interpretation](#))

Interpreters

([NetAF.Interpretation.Interpreters](#))

RegionMapCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

([NetAF.Interpretation.RegionMapC](#))

SceneCommandInterpreter

Para ([NetAF.Interpretation.SceneComm](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

+ Type	Description
NetAF.Commands.Region	
Map	InterpretationResult (NetAF.Interpretation.InterpretationResult.html)
	(NetAF.Commands.RegionMap)
NetAF.Commands.Scene	
Implements	
	(NetAF.Commands.Scene.html)
IIInterpreter	(NetAF.Interpretation.IIInterpreter.html)
NetAF.Conversations	
	(NetAF.Conversations.html)
NetAF.Conversations.	
Instructions	
	(NetAF.Conversations.Instruct)
NetAF.Extensions	
	(NetAF.Extensions.html)
- NetAF.Interpretation	
	(NetAF.Interpretation.html)
ConversationCommand	
Interpreter	
(NetAF.Interpretation.Conversation)	
CustomCommandInterpreter	
(NetAF.Interpretation.CustomComr)	
FrameCommandInterpreter	
(NetAF.Interpretation.FrameComm)	
GlobalCommandInterpreter	
(NetAF.Interpretation.GlobalComm)	
IIInterpreter	
(NetAF.Interpretation.IIInterpreter.ht)	
InputInterpreter	
(NetAF.Interpretation.InputInterpret)	
InterpretationResult	
(NetAF.Interpretation.Interpretation)	
Interpreters	
(NetAF.Interpretation.Interpreters.h)	
RegionMapCommandInterpreter	
(NetAF.Interpretation.RegionMapC)	
SceneCommandInterpreter	
(NetAF.Interpretation.SceneComm)	
NetAF.Logic	
	(NetAF.Logic.html)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap

Syntax

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct

SupportedCommands

+ **NetAF.Extensions**

Get **NetAF.Extensions.ICommand** commands.

(NetAF.Extensions.html)

Declaration

NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

ConversationCommand

Interpreter

Properties

NetAF.Interpretation.Conversation

CustomCommandInterpreter

Type **(NetAF.Interpretation.CustomCom**

FrameHelp[] **FrameInterpreter**

(NetAF.Interpretation.FrameCommands.CommandHelp.html)[]

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Interpreter

Methods

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

(NetAF.Interpretation.InputInterpre

GetContextualCommandHelp(Game)

InterpretationResult

Get contextual command help for **Game**, based on its current state.

Interpreters

Declaration **(NetAF.Interpretation.Interpreters.h**

RegionMapCommandInterpreter

CommandHelp[] **GetContextualCommandHelp(Game game)**

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneCom

Parameters

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Game **(NetAF.Logic.Game.html)**

NetAF.Logic.Collections

Type	Description
FrameHelp[] FrameInterpreter	

Name	Description
game	The game.

Returns

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)[]	The contextual help.

▼ Interpret(string, Game)

Map

Interpret a string.
(NetAF.Commands.RegionMap)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

InterpretationResult Interpret(string input, Game game)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.Instruct)

Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

- NetAF.Interpretation

(NetAF.Interpretation.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Description

The result of the interpretation.

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

IInterpreter

(NetAF.Interpretation.IInterpreter.ht)

InputInterpreter

(NetAF.Interpretation.InputInterpret)

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters.h)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC)

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm)

+ NetAF.Logic

(NetAF.Logic.html)

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

(NetAF.Commands.RegionMap)

```
public CommandHelp[] SupportedCommands { get; }
```

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type
(NetAF.Conversations.html)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Methods

NetAF.Extensions

(NetAF.Extensions.html)

GetContextualCommandHelp(Game)

(NetAF.Interpretation.html)

Get contextual command help for a game, based on its current state.

ConversationCommand

Declaration

Interpreter

(NetAF.Interpretation.Conversation

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

Parameters
(NetAF.Interpretation.FrameComm

Type
GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Game (NetAF.Logic.Game.html)

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

Returns

InputInterpreter

Type
NetAF.Interpretation.InputInterpret

InterpretationResult

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

InterpreterStringCommandInterpreter

(NetAF.Interpretation.SceneComm

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

InterpretationResult Interpret(string input, Game game)

+ **NetAF.Logic.Callbacks**

Description

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

▼

Returns

Type	Description
+ NetAF.Commands.Scene InterpretationResult (NetAF.Interpretation.InterpretationResult.html) (NetAF.Commands.Scene.html)	The result of the interpretation.

+ [NetAF.Conversations](#)

Implements

([NetAF.Conversations.html](#))

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

- [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.Conversation](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.ht](#))

InputInterpreter

([NetAF.Interpretation.InputInterpre](#))

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

Interpreters

([NetAF.Interpretation.Interpreters.h](#))

RegionMapCommandInterpreter

([NetAF.Interpretation.RegionMapC](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneComma](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ NetAF.Commands.Scene

object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Scene.html](#))

Inherited Members

+ NetAF.Conversations

object ([NetAF.Conversations.html](#)) [microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Extensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

NetAF.Interpretation

Name: [NetAF](#) ([NetAF.html](#)) Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll
ConversationCommand

Syntax

Interpreter

([NetAF.Interpretation.Conversation](#)

[CustomCommandInterpreter](#)

([NetAF.Interpretation.CustomComr](#)

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#)

Interpreter

InterpretationResult(bool, ICommand)

([NetAF.Interpretation.Interpreter.h](#)

[InputInterpreter](#)

Represents the result of an interpretation.

([NetAF.Interpretation.InputInterpret](#)

Declaration

InterpretationResult

([NetAF.Interpretation.Interpretation](#)

[interpretationResult\(bool wasInterpretedSuccessfully, ICommand command\)](#)

([NetAF.Interpretation.Interpreters.h](#)

RegionMapCommandInterpreter

Parameters

([NetAF.Interpretation.RegionMapC](#)

Type

SceneCommandInterpreter

([NetAF.Interpretation.SceneComma](#)

bool

([NetAF.Logic](#) (<https://microsoft.com/dotnet/api/system.boolean>)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

Type	Name	Description
SceneCommandInterpreter	wasInterpretedSuccessfully	If interpretation was successful.
ICommand	command	The command.

Properties

Command

Get the command.

Declaration

+ NetAF.Commands.Scene

```
public ICommand Command { get; }
```

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value
(NetAF.Conversations.html)
Type

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

Instructions

(NetAF.Conversations.Instruct)

FailAF.Extensions

(NetAF.Extensions.html)

Get a default result for failure.

- NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

ConversationCommand InterpretationResult Fail { get; }

Interpreter

(NetAF.Interpretation.Conversation

Property Value

CustomCommandInterpreter

Type (NetAF.Interpretation.CustomComr

FrameCommandInterpreter

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

WasInterpretedSuccessfully

(NetAF.Interpretation.IInterpreter.ht

Get if interpretation was successful.

(NetAF.Interpretation.InputInterpret

Declaration

InterpretationResult

(NetAF.Interpretation.Interpretation

public bool WasInterpretedSuccessfully { get; }

Interpreters

(NetAF.Interpretation.Interpreters.h

Property Value

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

Type SceneCommandInterpreter

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)



+ **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

ConversationCommand
Interpreter
[\(NetAF.Interpretation.Conversation](#)
CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
FrameCommandInterpreter
[\(NetAF.Interpretation.FrameComm](#)
GlobalCommandInterpreter
[\(NetAF.Interpretation.GlobalComm](#)
IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
InputInterpreter
[\(NetAF.Interpretation.InputInterpret](#)
InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
Interpreters
[\(NetAF.Interpretation.Interpreters.h](#)
RegionMapCommandInterpreter
[\(NetAF.Interpretation.RegionMapC](#)
SceneCommandInterpreter
[\(NetAF.Interpretation.SceneComm](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)

Class Interpreters

Provides collections of interpreters.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ [\(NetAF.Commands.Scene.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Interpreters

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Conversations.

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

[\(NetAF.Extensions.html\)](#)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

[\(NetAF.Interpretation.html\)](#)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

ConversationCommand

Assembly: NetAF.dll

Interpreter

Syntax

`NetAF.Interpretation.Conversation`

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCommands.html\)](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameCommands.html\)](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalCommands.html\)](#)

Properties

CustomCommandInterpreter

[\(NetAF.Interpretation.IInterpreter.html\)](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpreter.html\)](#)

InterpretationResult

Get the conversation command interpreter.

[\(NetAF.Interpretation.Interpretation.html\)](#)

Declaration

Parameters

[\(NetAF.Interpretation.Interpreters.h\)](#)

public static IInterpreter ConversationInterpreter { get; }

[\(NetAF.Interpretation.RegionMapC.html\)](#)

SceneCommandInterpreter

Property Value

[\(NetAF.Interpretation.SceneCommands.html\)](#)

Type

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) [\(NetAF.Logic.interpretation.IInterpreter.html\)](#)

Description

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Default

+ NetAF.Logic.Configuration

Get the default interpreters.

Declaration

```
public static IInterpreter Default { get; }
```

Property Value

+ **NetAF.Commands.Scene**

Type

([NetAF.Commands.Scene.html](#))

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

RegionMapCommandInterpreter

Instructions

Get the region map command interpreter.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

```
public static IInterpreter RegionMapCommandInterpreter { get; }
```

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Property Value

Type

ConversationCommand

Interpreter

IInterpreter (NetAF.Interpretation.IInterpreter.html)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Declaration

Interpreter

(NetAF.Interpretation.IInterpreter.ht

```
public static IInterpreter SceneInterpreter { get; }
```

(NetAF.Interpretation.InputInterpre

InterpretationResult

Property Value

(NetAF.Interpretation.Interpretation

Type

Interpreters

Description

(NetAF.Interpretation.Interpreters.h

IInterpreter (NetAF.Interpretation.IInterpreter.html)

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF Logic Configuration**

Class RegionMapCommandInterpreter

Provides an object that can be used for interpreting region map commands.

Filter by title

Inheritance

([NetAF.Commands.Scene.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

↳ RegionMapCommandInterpreter

([NetAF.Conversations.html](#))

Implements

+ **NetAF Conversations**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

Instructions

Inherited Members

([NetAF.Conversations.Instruct](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

equals(system-object-system-object)

- **NetAF Interpretation**

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>)

Interpreter

Name ([NetAF.Interpretation.Conversation](#))

CustomCommandInterpreter

Assembly: NetAF.dll

([NetAF.Interpretation.CustomComr](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#))

public sealed class RegionMapCommandInterpreter : IInterpreter

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.ht](#))

InputInterpreter

([NetAF.Interpretation.InputInterpret](#))

InterpretationResult

DefaultSupportedCommands ([NetAF.Interpretation.Interpretation](#))

Interpreters

Get a list of supported commands.

([NetAF.Interpretation.RegionMapC](#))

Declaration

([NetAF.Interpretation.RegionMapC](#))

SceneCommandInterpreter

public static CommandHelp[] DefaultSupportedCommands { get; }

([NetAF.Interpretation.SceneComm](#))

+ **NetAF.Logic**

Property Value

([NetAF.Logic.html](#))

Type

+ **NetAF.Logic.Callbacks**

CommandHelp[] ([NetAF.Commands.CommandHelp.html](#))[]

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

NetAF.Extensions

(NetAF.Extensions.html)

GetContextualCommandHelp(Game)

(NetAF.Interpretation.html)

Get contextual command help for a game, based on its current state.

ConversationCommand

Declaration

Interpreter

(NetAF.Interpretation.Conversation

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

Type GlobalCommandInterpreter

Game (NetAF.Logic.Game.html)

IInterpreter

(NetAF.Interpretation.IInterpreter.h

Returns

InputInterpreter

Type NetAF.Interpretation.InputInterpret

InterpretationResult

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

Interpret(string, Game)

(NetAF.Interpretation.IInterpreter

Interpret a string

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

Declaration

+ NetAF.Logic

```
public InterpretationResult Interpret(string input, Game game)
```

+ NetAF.Logic.Callbacks

Parameters

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Description

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
(NetAF.Commands.Scene.html)	

+ NetAF.Conversations	The result of the interpretation.
---------------------------------------	-----------------------------------

[\(NetAF.Conversations.html\)](#)

Interpreters

Instructions
[IInterpreter \(NetAF.Interpretation.IInterpreter.html\)](#)
[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

- [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

ConversationCommand
 Interpreter
[\(NetAF.Interpretation.Conversation](#)
 CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
 FrameCommandInterpreter
[\(NetAF.Interpretation.FrameComm](#)
 GlobalCommandInterpreter
[\(NetAF.Interpretation.GlobalComm](#)
 IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
 InputInterpreter
[\(NetAF.Interpretation.InputInterpret](#)
 InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
 Interpreters
[\(NetAF.Interpretation.Interpreters.h](#)
 RegionMapCommandInterpreter
[\(NetAF.Interpretation.RegionMapC](#)
 SceneCommandInterpreter
[\(NetAF.Interpretation.SceneComm](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.htm](#)

Class SceneCommandInterpreter

Provides an object that can be used for interpreting scene commands.

Filter by title

Inheritance

+ **NetAFConversations**
↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAFConversations.html\)](#)
↳ [SceneCommandInterpreter](#)

+ **NetAFConversations.**

↳ [Instructions](#) ([NetAF.Interpretation.IInterpreter.html](#))

↳ [\(NetAFConversations.Instruct](#)

+ **NetAFExtensions** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Extensions.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[NetAFInterpretation.html](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: [System.CommandInterpreter](#) ([NetAF.Interpretation.html](#))

Assembly: [NetAF](#)

FrameCommandInterpreter

Syntax
Syntax
NetAF.Interpretation.FrameComm

GlobalCommandInterpreter
public sealed class SceneCommandInterpreter : IInterpreter
(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.h

InputInterpreter

FIELDS
(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

ME
Me Interpreters

(NetAF.Interpretation.Interpreters.h

GetRegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC
Declaration
SceneCommandInterpreter

(NetAF.Interpretation.SceneComm
public const string Me = "Me"

+ **NetAF.Logic**

(NetAF.Logic.html)

Field Value

+ **NetAF.Logic.Callbacks**

Type
(NetAF.Logic.Callbacks.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.ht

Description

Overworld

Get the overworld command.

Declaration

```
public const string Overworld = "Overworld"
```

NetAF Conversations

Type	Description
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string) Instructions (NetAF.Conversations.Instruct)	

Region.Extensions

(NetAF.Extensions.html)

Get the region command.

NetAF Interpretation

Declaration

(NetAF.Interpretation.html)

public const string Region = "Region"
Interpreter

Field Value
CustomCommandInterpreter

Type	Description
FrameCommandInterpreter string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Interpretation.FrameComm)	

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm)

Room

Interpreter
(NetAF.Interpretation.IInterpreter.html)

Get the room command.

InputInterpreter

Declaration
(NetAF.Interpretation.InputInterpreter)
InterpretationResult

public const string Room = "Room"
Interpreters

(NetAF.Interpretation.Interpreters.h)

Field Value
RegionMapCommandInterpreter

Type	Description
SceneCommandInterpreter string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Logic

(NetAF.Logic.html)

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

NetAF.Logic.Configuration DefaultSupportedCommands (NetAF.Logic.Configuration.html)

Get an array of all supported commands.

Declaration

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

Property Value

Type	Description
NetAF.Conversations (NetAF.Conversations.html)	

+ **NetAF.Conversations.**

Instructions

SupportedCommands

[\(NetAF.Conversations.Instruct.html\)](#)

- [NetAF.Extensions](#)

SupportedCommands

[\(NetAF.Extensions.html\)](#)

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

- **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

Type	Description
NetAF.Interpretation.Conversation CustomCommandInterpreter CommandHelp (NetAF.Commands.CommandHelp.html)	

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm.html\)](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm.html\)](#)

Methods

IInterpreter

[\(NetAF.Interpretation.IInterpreter.html\)](#)

GetContextualCommandHelp(Game)

[\(NetAF.Interpretation.InputInterpreter.html\)](#)

Get contextual command help for a game, based on its current state.

Declaration

Interpreters

[\(NetAF.Interpretation.Interpreters.html\)](#)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

RegionMapCommandInterpreter

[\(NetAF.Interpretation.RegionMapCommandInterpreter.html\)](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneCommandInterpreter.html\)](#)

Type

+ **NetAF.Logic**

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Logic.html\)](#)

NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Logic.Configuration.html\)](#)

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	The contextual help.

Interpret(string, Game)

Interpret a string.

Declaration

```
public InterpretationResult Interpret(string input, Game game)
```

NetAF Conversations

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
Game (NetAF.Logic.Game.html)	game	The game.

NetAF.Extensions

Type	Description
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

ConversationCommand

Implements

(NetAF.Interpretation.Conversation)
IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))
CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InputInterpreter

(NetAF.Interpretation.InputInterpret

InterpretationResult

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

RegionMapCommandInterpreter

(NetAF.Interpretation.RegionMapC

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm

Namespace NetAF.Logic

Classes

Filter by title ▾

+ **NetAF.Commands.**

AssetCatalog (NetAF.Logic.AssetCatalog.html)

Persistence

Provides a catalog of all assets in a game.
(NetAF.Commands.Persistence)

+ **NetAF.Commands.Region**

AssetGenerator (NetAF.Logic.AssetGenerator.html)

Map

Represents a generator for game assets.
(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Commands.Scene.html)

Represents the result of an end check.

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Game (NetAF.Logic.Game.html)

+ **NetAF.Conversations**.

Represents a game.

Instructions

(NetAF.Conversations.Instruct)

GameEndConditions (NetAF.Logic.GameEndConditions.html)

+ **NetAF.Extensions**

Provides a container for game end conditions.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

GameInfo (NetAF.Logic.GameInfo.html)

(NetAF.Interpretation.html)

Provides information about a game.

- **NetAF.Logic**

(NetAF.Logic.html)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

AssetCatalog

Provides a record of the location of a playable character.

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Enums

EndCheck

(NetAF.Logic.EndCheck.html)

ExitMode (NetAF.Logic.ExitMode.html)

(NetAF.Logic.ExitMode.html)

Enumeration of exit modes.

ExitMode

(NetAF.Logic.ExitMode.html)

GameState (NetAF.Logic.GameState.html)

GameEndConditions

Enumeration of game states.

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

Delegates

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.



+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance.....

+ **NetAF.Commands.Persistence**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Region**

Initial Members

+ **NetAF.Commands.RegionMap**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands.Scene**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instruction](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

public class AssetCatalog

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

([NetAF.Logic.html](#))

Properties

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Get the characters.

([NetAF.Logic.EndCheck.html](#))

Declaration

ENDCheckResult

([NetAF.Logic.EndCheckResult.html](#))

exitMode NonPlayableCharacter[] Characters { get; }

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Property Value

GameEndConditions

Type: [NetAF.Logic.GameEndConditions](#).

Description

GameInfo
NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]
([NetAF.Logic.GameInfo.html](#))

GameState

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation](#))

Type	Description
NetAF.Logic.GameEndConditions .	

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```



Property Value

Type	Description
(NetAF.Commands.Persistence)	IExaminable (NetAF.Assets/IExaminable.html)[+ NetAF.Commands.Region]

Map

(NetAF.Commands.RegionMap)

ItemContainers

+ NetAF.Commands.Scene

Get the ItemContainers

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public IIItemContainer[] ItemContainers { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IIItemContainer (NetAF.Assets/IIItemContainer.html)[
+ NetAF.Extensions.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Items

- NetAF.Logic

Get the Items.

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

```
public Item[] Items { get; }
```

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Type

EndCheckResult

Description

(NetAF.Logic.EndCheckResult.html)

Item (NetAF.Assets.Item.html)[
ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Players

GameEndConditions

(NetAF.Logic.GameEndConditions.

Get the players.

GameInfo

(NetAF.Logic.GameInfo.html)

Declaration

GameState

(NetAF.Logic.GameState.html)

```
public PlayableCharacter[] Players { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLoca

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Rooms

(NetAF.Commands.Persistence.html)

Get the rooms.

+ NetAF.Commands.Region

Declaration

Map

(NetAF.Commands.Region.html)

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

FromGame(Game)

+ NetAF.Interpretation

Create a new AssetCatalog from a game.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

public static AssetCatalog FromGame(Game game)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Parameters

AssetGenerator

Type	Name	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	game	The game to create the catalog from.

EndCheckResult

Returns

(NetAF.Logic.EndCheckResult.html)

Type

(NetAF.Logic.ExitMode.html)

AssetCatalog (NetAF.Logic.AssetCatalog.html)

Game (NetAF.Logic.Game.html)

Description

The populate asset catalog.

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Register(params IExaminable[])

(NetAF.Logic.GameInfo.html)

Registers a state of examinables.

(NetAF.Logic.GameState.html)

Declaration

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

(NetAF.Commands.Persistence)

+ NetAF.Commands.Region Register(params IAssetTemplate<IExaminable>[])

Map

Region (NetAF.Commands.RegionMap)

Declarative

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public void Register(params IAssetTemplate<IExaminable>[] templates)
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
IAssetTemplate<(NetAF.Utilities.IAssetTemplate-1.html)< IExaminable (NetAF.Assets.IExaminable.html)>[]	templates	The templates to register.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

+ [NetAF.Commands.RegionMap](#) (NetAF.Commands.RegionMap.html)

Inherited Members

+ [NetAF.Commands.Scene](#) (NetAF.Commands.Scene.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Commands.Scene](#) (NetAF.Commands.Scene.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Conversations](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Conversations.Instruction](#) (NetAF.Conversations.Instruction.html)

Assembly: NetAF.dll

+ [NetAF.Extensions](#)

Syntax

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

public sealed class AssetGenerator

(NetAF.Interpretation.html)

- [NetAF.Logic](#)

(NetAF.Logic.html)

Methods

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Custom(OverworldCreationCallback, PlayerCreationCallback)

(NetAF.Logic.AssetGenerator.html)

EndCheck

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration

(NetAF.Logic.EndCheckResult.html)

ExitMode

public static void Main(string[] args) { AssetGenerator generator = new AssetGenerator(); generator.Custom(overworldCreationCallback, playerCreationCallback); }

Game(NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Parameters

GameInfo

Type	Name	Description
NetAF.Logic.GameInfo.html	overworldCreationCallback	The overworld creation callback.

GameState

OverworldCreationCallback

(NetAF.Logic.GameState.html)

(NetAF.Logic.Callbacks.OverworldCreationCallback.html)

PlayableCharacterLocation

I) (NetAF.Logic.PlayableCharacterLo

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.Callbacks.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type (NetAF.Commands.Persistence)	Description
AssetGenerator + NetAF.Commands.Region Map (NetAF.Commands.RegionMap)	Asset generation that will always return an overworld and a player as defined by the callbacks.

GetOverworld() NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the overworld.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations()

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GetPlayer()

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

Declaration
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

public PlayableCharacter GetPlayer()
(NetAF.Logic.AssetGenerator.html)

EndCheck

Return
(NetAF.Logic.EndCheck.html)

EndCheckResult

Type
(NetAF.Logic.EndCheckResult.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

The player.

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameEndConditions)

GameInfo

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

GameState

Declaration
(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<+NetAF(NetAF.Utilities.Overworld.html)>	overworldTemplate	The overworld template.
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	playerTemplate	The player template.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
Returns

Type	Description
(NetAF.Commands.Scene.html)	Asset generator that will always return a new overworld and a new player.

Instructions

(NetAF.Conversations.Instruct)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

(NetAF.Extensions.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

AssetCatalog
(NetAF.Logic.AssetCatalog.html)

Parameters

AssetGenerator

Type	Name	Description
IAssetGenerator (NetAF.Logic.AssetGenerator.html)	overworldMaker	The overworld maker.
IAssetTemplate<PlayableCharacter> (NetAF.Utilities.AssetTemplate-1.html)<PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	playerTemplate	The player template.

Returns

Game (NetAF.Logic.Game.html)

GameEndConditions

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	Asset generation that will always return a new overworld and a new player.

GameState
(NetAF.Logic.GameState.html)

PlayableCharacterLocation

Retained(Overworld, PlayableCharacter)

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

Type	Description	Name	Description
Map Overworld (NetAF.Assets.Locations.Overworld.html) (NetAF.Commands.RegionMap)		overworld	The overworld.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)		player	The player.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)
Returns

Type	Description
(NetAF.Commands.Scene.html)	
AssetGenerator (NetAF.Commands.Scene.html)	Asset generation that will always return the same instance overworld and the same instance of the player.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Commands.Region**

Assembly: NetAF.dll

Map

Syntax

(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Parameters

+ **NetAF.Conversations**

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ **NetAF.Conversations**

Type	Description
E (NetAF.Extensions.html)	Returns a result from the check.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAFCommands.RegionMap
↳ EndCheckResult

+ NetAFCommands.Scene

Inherited Members

(NetAFCommands.Scene.html

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

*** NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

† NetAF.Conversations

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>)

† NetAFExtensions

(NetAF.Extensions.html)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

NetAF.Interpretation

Syntax

(NetAF.Interpretation.html)

- NetAF.Logic

public class EndCheckResult
(NetAF.Logic.html)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Constructors

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheckResult(bool, string, string)

[\(NetAF.Logic.EndCheck.html\)](#)

Represents the result of an end check.

[\(NetAF.Logic.EndCheckResult.html\)](#)

Declaration

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

public EndCheckResult(bool hasEnded, string title, string description)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Parameters

GameInfo

Type [\(NetAF.Logic.GameInfo.html\)](#)

Name

Description

GameState
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Logic.GameState.html\)](#)

hasEnded

If the game has ended.

PlayableCharacterInfo
string (<https://learn.microsoft.com/dotnet/api/system.string>)
[\(NetAF.Logic.PlayableCharacterInfo.html\)](#)

title

A title to describe the end.

String
string (<https://learn.microsoft.com/dotnet/api/system.string>)
[\(NetAF.Logic.String.html\)](#)

description

A description of the end.

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Properties

Description

Get a description of the end.

Declaration

Map

```
public string Description { get; }
```

([NetAF.Commands.RegionMap](#))

+ NetAF.Commands.Scene

Property Value

([NetAF.Commands.Scene.html](#))

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

Description

+ NetAF.Conversations.

Instructions

HasEnded

([NetAF.Conversations.Instruct](#))

Get if the game has come to an end.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

```
public bool HasEnded { get; }
```

([NetAF.Interpretation.html](#))

NetAF.Logic

Type

Description

AssetCatalog

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

NotEnded

([NetAF.Logic.EndCheck.html](#))

Get a default result for not ended.

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Declaration

ExitMode

([NetAF.Logic.ExitMode.html](#))

```
public static EndCheckResult NotEnded { get; }
```

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

Property Value

([NetAF.Logic.GameEndConditions.html](#))

Type

Description

GameState

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

Title

+ NetAF.Logic.Callbacks

Get a title to describe the end.

([NetAF.Logic.Callbacks.html](#))

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	
(NetAF.Commands.RegionMap)	
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
- NetAF.Logic (NetAF.Logic.html)	
AssetCatalog (NetAF.Logic.AssetCatalog.html)	
AssetGenerator (NetAF.Logic.AssetGenerator.html)	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.htm	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameEndConditions (NetAF.Logic.GameEndConditions.	
GameInfo (NetAF.Logic.GameInfo.html)	
GameState (NetAF.Logic.GameState.html)	
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo	
+ NetAF.Logic.Callbacks (NetAF.Logic.Callbacks.html)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF

Syntax

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)
public enum ExitMode

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Fields

(NetAF.Conversations.Instruct

Name

Description

+ **NetAF.Extensions**

ExitApplication

Exit the application.

(NetAF.Extensions.html)

ReturnToTitleScreen

Return to the title screen.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Class Game

Represents a game.

Filter by title

Inheritance Command Scene

object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ Game
[\(NetAF.Commands.Scene.html\)](#)

Implements

+ NetAF.Conversations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game
[\(NetAF.Conversations.html\)](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

+ NetAF.Conversations.

Inherited Members

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Conversations.Instruct.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
[\(NetAF.Extensions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Logic

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

Properties

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Catalog [\(NetAF.Logic.Game.html\)](#)

GameEndConditions

Get the catalog of assets for this game.
[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

public AssetCatalog Catalog { get; }
[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

Properties [\(NetAF.Logic.PlayableCharacterLo](#)

+ NetAF.Logic.Callbacks

Description

[\(NetAF.Logic.Callbacks.html\)](#)

AssetCatalog ([NetAF.Logic.AssetCatalog.html](#))

+ NetAF.Logic.Configuration

Configuration

Get the configuration.

Declaration

```
public IGameConfiguration Configuration { get; }
```

Property Value

+ NetAF.Commands.Scene

Type [\(NetAF.Commands.Scene.html\)](#)

Description

IGameConfiguration ([NetAF.Logic.Configuration.IGameConfiguration.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

EndConditions

Instructions

Get the end conditions

([NetAF.Conversations.Instruct.html](#))

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public GameEndConditions EndConditions { get; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

- NetAF.Logic

Type

Description

([NetAF.Logic.html](#))

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

Info

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Get the info

([NetAF.Logic.EndCheck.html](#))

Declaration

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

```
public GameInfo Info { get; }
```

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Property Value

GameEndConditions

Type ([NetAF.Logic.GameEndConditions.html](#))

Description

GameState

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

Introduction ([NetAF.Logic.PlayableCharacterLocation.html](#))

Get the introduction

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

Declaration

+ NetAF.Logic.Configuration

```
public string Introduction { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))
Mode

+ NetAF.Conversations

Get the mode.
([NetAF.Conversations.html](#))

Declaration

+ NetAF.Conversations.

Instructions

public IGameMode Mode { get; }
([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Type

+ NetAF.Interpretation

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

([NetAF.Interpretation.html](#))

- NetAF.Logic

([NetAF.Logic.html](#))

AssetCatalog

Get the overworld.
([NetAF.Logic.AssetCatalog.html](#))

Declaration

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheckOverworld Overworld { get; }

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

Property Value
([NetAF.Logic.EndCheckResult.html](#))

Type

Description

ExitMode
([NetAF.Logic.ExitMode.html](#))

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Player

([NetAF.Logic.GameInfo.html](#))

Get the player

GameState

([NetAF.Logic.GameState.html](#))

Declaration

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

public PlayableCharacter Player { get; }

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

Property Value

+ NetAF.Logic.Configuration

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Methods

+ NetAF.Commands.Scene
ChangeMode(IGameMode)
 (NetAF.Commands.Scene.html)

Change mode to a specified mode.

+ NetAF.Conversations
 (NetAF.Conversations.html)

+ NetAF.Conversations.
 public void ChangeMode(IGameMode mode)
Instructions

(NetAF.Conversations.Instruct
 Parameters

+ NetAF.Extensions

Type
 (NetAF.Extensions.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ChangePlayer(PlayableCharacter, bool)

(NetAF.Logic.html)

Change to a specified player.

AssetCatalog

Declaration
 (NetAF.Logic.AssetCatalog.html)

AssetGenerator

public PlayableCharacter ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)

EndCheck

(NetAF.Logic.EndCheck.html)

Parameters

EndCheckResult

Type	Name	Description
ExitMode PlayableCharacter (NetAF.Logic.ExitMode.html)	player	The player to change to.
bool GameEndConditions (https://learn.microsoft.com/en-us/dotnet/api/system.boolean) GameInfo (NetAF.Logic.GameInfo.html) GameState (NetAF.Logic.GameState.html)	jumpToLastLocation	Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

Create(GameInfo, string, AssetGenerator, GameEndConditions, NetAF.Logic.Callbacks, GameSetupCallback)

(NetAF.Logic.Callbacks.html)

Create a new callback for generating instances of a game.

+ NetAF.Logic.Configuration

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, IGameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Commands.Scene <small>(NetAF.Commands.Scene.html)</small>	<i>info</i>	Information about the game.
+ NetAF.Conversations <small>(https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)</small>	<i>introduction</i>	An introduction to the game.
+ NetAF.Conversations.AssetGenerator.Instructions <small>(NetAF.Logic.AssetGenerator.html) (NetAF.Conversations.Instructions.html)</small>	<i>assetGenerator</i>	The generator to use to create game assets.
- NetAF.Extensions.GameEndConditions <small>(NetAF.Extensions.html)</small>	<i>conditions</i>	The game conditions.
+ NetAF.Logic.Configuration.IGameConfiguration <small>(NetAF.Logic.Configuration.html)</small>	<i>configuration</i>	The configuration for the game.
- NetAF.Logic.GameSetupCallback <small>(NetAF.Logic.Callbacks.GameSetupCallback.html)</small>	<i>setup</i>	A setup function to run on the created game after it has been created.

AssetCatalog

Returns [\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Type	Description
<code>(NetAF.Logic.AssetGenerator.html)</code> <code>EndCheck</code> <code>GameCreationCallback</code> <code>(NetAF.Logic.EndCheck.html)</code> <code>(NetAF.Logic.Callbacks.GameCreationCallback.html)</code> <code>EndCheckResult</code> <code>(NetAF.Logic.EndCheckResult.html)</code>	A new GameCreationHelper that will create a GameCreator with the parameters specified.

(NetAF.Logic.EndCheckResult.htm)
ExitMode
(NetAF.Logic.ExitMode.html)

Exercise (NETAP Logic)

GameEndConditions
Execute a game.
(NetAEI logic GameEndConditions)

Review

Declaration

(NetAF.Log)

```
public static void Execu
```

(NetAF.Logic

PlayableCharacterLocation

Parameters: `NetAF.Logic.PlayableCharacter`

1

+ Type	Name	Description
+ NetAF.Logic.Callbacks (NetAF.Logic.Callbacks.html)		
GameCreationCallback	creator	The creator to use to create the game.
+ NetAF.Logic.Configuration		

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

Parameters

+ NetAF.Commands.Scene

Type
[\(NetAF.Commands.Scene.html\)](#)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

name

The targets name.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Returns

+ NetAF.Conversations.

Type
[Instructions](#)

Description

IInteractWithItem
[\(NetAF.Conversations.Instruct.html\)](#)

The first IInteractWithItem object which has a name that matches the name parameter.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

GetAllPlayerVisibleExaminables()

Get all Examinables that are currently visible to the player.

NetAF.Logic

(NetAF.Logic.html)

Declaration

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#) PlayerVisibleExaminables()

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Returns

EndCheck

Type
[\(NetAF.Logic.EndCheck.html\)](#)

Description

EndCheckResult

IExaminable
[\(NetAF.Assets.IExaminable.html\)](#)

An array of all examinables that are currently visible to the player.

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game
[\(NetAF.Logic.Game.html\)](#)

GetInactivePlayerLocations()

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get an array of inactive player locations.

[\(GameInfo.html\)](#)

Declaration

GameState

[\(NetAF.Logic.GameState.html\)](#)

public PlayableCharacterLocation[] GetInactivePlayerLocations()

PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

Returns

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

Type	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) []	An array containing all locations of inactive platers.

▼

RestoreFrom(GameSerialization)

+ NetAF.Commands.Scene

Restore this object from a serialization.
[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

public void RestoreFrom(GameSerialization serialization)

+ NetAF.Conversations.

Instructions

Parameters

Type	Name	Description
GameSerialization (NetAF.Serialization.GameSerialization.html) (NetAF.Extensions.html)	serialization	The serialization to restore from.

+ NetAF.Interpretation

Implements

[\(NetAF.Interpretation.html\)](#)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
+ NetAF.Commands.Scene	(NetAF.Commands.Scene.html)
+ NetAF.Conversations	(NetAF.Conversations.html)
+ NetAF.Conversations.	Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions	(NetAF.Extensions.html)
+ NetAF.Interpretation	(NetAF.Interpretation.html)
- NetAF.Logic	(NetAF.Logic.html) AssetCatalog (NetAF.Logic.AssetCatalog.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.htm ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameState (NetAF.Logic.GameState.html) PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo
+ NetAF.Logic.Callbacks	(NetAF.Logic.Callbacks.html)
+ NetAF.Logic.Configuration	(NetAF.Logic.Configuration.htm

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

(NetAF.Conversations.html)

Inherited Members

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)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF Interpretation**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Interpretation.html)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

Assets

NetAF.Logic

(NetAF.Logic.html)

Syntax

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

GameInfo(string, string, string)

ExitMode

(NetAF.Logic.ExitMode.html)

Provides information about a game.

Game ([NetAF.Logic.Game.html](#))

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

public GameInfo(string name, string description, string author)

(NetAF.Logic.GameInfo.html)

GameState

Parameters

(NetAF.Logic.GameState.html)

Type

playableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

name

The name of the game.

+ **NetAF.Logic.Callbacks**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Callbacks.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description of the game.

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF Logic Modes**

Properties

Author

Get the author.



Declaration

(NetAF.Commands.Scene.html)

```
public string Author { get; set; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Description

+ NetAF.Interpretation

Get the description of the game.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

```
public string Description { get; }
```

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Property Value

AssetGenerator

Type [NetAF.Logic.AssetGenerator.html](https://learn.microsoft.com/dotnet/api/system.string)

Description

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

NameMode

(NetAF.Logic.ExitMode.html)

Get the name of the game.

Game ([NetAF.Logic.Game.html](https://learn.microsoft.com/dotnet/api/system.string))

GameEndConditions

Declaration [NetAF.Logic.GameEndConditions.html](https://learn.microsoft.com/dotnet/api/system.string)

GameInfo

```
public string Name { get; }
```

(NetAF.Logic.GameInfo.html)

GameState

Property Value [NetAF.Logic.GameState.html](https://learn.microsoft.com/dotnet/api/system.string)

PlayableCharacterLocation

Type [NetAF.Logic.PlayableCharacterLo](https://learn.microsoft.com/dotnet/api/system.string)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modos

▼

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.htm

+ **NetAF.Logic.Modes**

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Conversations

Syntax
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations

public enum GameState

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Fields
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Name
[\(NetAF.Interpretation.html\)](#)

Active

Description

Active.

- NetAF.Logic

Finished

Finished.

[\(NetAF.Logic.html\)](#)

Finishing

Finishing.

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Not started

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game
[\(NetAF.Logic.Game.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.htm](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

+ **NetAF.Conversations**
object (<https://learn.microsoft.com/dotnet/api/system.object>)
([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<PlayableCharacterLocation>
CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>
([NetAF.Conversations.Instruct](#))

Inherited Members

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
([NetAF.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

NetAF.Logic ([NetAF.Logic.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace Generator ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

Assembly: NetAF
([NetAF.Logic.AssetGenerator.html](#))

Syntax

EndCheck
([NetAF.Logic.EndCheck.html](#))

EndCheckResult
([NetAF.Logic.EndCheckResult.html](#))

```
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
```

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Constructors

GameEndConditions
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

PlayableCharacterLocation(string, string, string)

GameState

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

+ **NetAF.Logic.Callbacks** PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string roomIdentifier)
([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

Parameters
([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>playerIdentifier</i>	The player identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>regionIdentifier</i>	The identifier for the region that the player is in.
+ NetAF.Conversations (NetAF.Conversations.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>roomIdentifier</i>	The identifier for the room that the player is in.

Instructions

[\(NetAF.Conversations.Instruct](#)

Properties

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[PlayerIdentifier](#)

[\(NetAF.Interpretation.html\)](#)

Get the player.

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

```
public string PlayerIdentifier { get; }
```

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

PropertyValue

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Description

EndCheckResult

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

RegionIdentifier

[\(NetAF.Logic.Game.html\)](#)

GameEndConditions

Get the identifier for the region that the player is in.

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameState

```
public string RegionIdentifier { get; }
```

[\(NetAF.Logic.GameState.html\)](#)

PlayableCharacterLocation

PropertyValue

[\(NetAF.Logic.PlayableCharacterLo](#)

+ Type

[NetAF.Logic.Callbacks](#)

Description

[\(NetAF.Logic.Callbacks.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

RoomIdentifier

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```

Property Value

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	

+ NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instruct.html\)](#)

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)
FromSerialization(PlayableCharacterLocationSerialization)

+ NetAF.Interpretation

Create a new instance of PlayableCharacterLocation from a serialization.
[\(NetAF.Interpretation.html\)](#)

Declaration

- NetAF.Logic

[\(NetAF.Logic.html\)](#)
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocationsAssetCatalog serialization)
[\(NetAF.Logic.AssetCatalog.html\)](#)
AssetGenerator
Parameters
[\(NetAF.Logic.AssetGenerator.html\)](#)

Type	Name	Description
EndCheck (NetAF.Logic.EndCheck.html) PlayableCharacterLocationSerialization EndCheckResult (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html) (NetAF.Logic.EndCheckResult.html)	serialization	The serialization.

ExitMode

Returns
[\(NetAF.Logic.ExitMode.html\)](#)

Type	Description
Game (NetAF.Logic.Game.html) GameEndConditions PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) (NetAF.Logic.GameEndConditions.html)	The location.

GameState

[\(NetAF.Logic.GameState.html\)](#)

RestoreFrom(PlayableCharacterLocationSerialization)

RestorableCharacterLocation.
[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

Declaration

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)
PlayableCharacterLocationSerialization serialization

+ NetAF.Logic.Configuration

Parameters
[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.ht ml)	serialization	The serialization to restore from.

▼

Implements

+ NetAF.Conversations

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameState

(NetAF.Logic.GameState.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Namespace NetAF.Logic.Callbacks

Delegates

Filter by title ▾

[GameCreationCallback \(NetAF.Logic.Callbacks.GameCreationCallback.html\)](#)

+ [NetAF.Commands.Region](#)

Map

[GameSetupCallback \(NetAF.Logic.Callbacks.GameSetupCallback.html\)](#)

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

[OverworldCreationCallback](#)

[\(NetAF.Conversations.OverworldCreationCallback.html\)](#)

([NetAF.Conversations.html](#))

Represents a callback for Overworld creation.

+ [NetAF.Conversations](#).

Instructions

[PlayerCreationCallback \(NetAF.Logic.Callbacks.PlayerCreationCallback.html\)](#)

([NetAF.Conversations.Instruct.html](#))

Represents a callback for Player creation.

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

- [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

GameCreationCallback

([NetAF.Logic.Callbacks.GameCreationCallback.html](#))

GameSetupCallback

([NetAF.Logic.Callbacks.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.Callbacks.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.Callbacks.PlayerCreationCallback.html](#))

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

↳ [NetAF.Commands.Region](#)

SyMap

([NetAF.Commands.RegionMap](#))

public delegate Game GameCreationCallback()

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

Returns

+ [NetAF.Conversations](#)

Type ([NetAF.Conversations.html](#))

Game ([NetAF.Logic.Game.html](#))

+ [NetAF.Conversations](#).

Description

A game created by the callback.

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

- [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

GameCreationCallback

([NetAF.Logic.Callbacks.GameCreationCallback.html](#))

GameSetupCallback

([NetAF.Logic.Callbacks.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.Callbacks.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.Callbacks.PlayerCreationCallback.html](#))

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

Assembly: NetAF.dll

Syntax ([NetAF.Commands.RegionMap](#))

+ [NetAF.Commands.Scene](#)

 public delegate void GameSetupCallback(Game game)
[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)

 Parameters

[\(NetAF.Conversations.html\)](#)

 Type

Name

Description

+ [NetAF.Conversations](#)

 Game ([NetAF.Logic.Game.html](#))

 Instructions

game

The game to setup.

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

 GameCreationCallback

[\(NetAF.Logic.Callbacks.GameCrea](#)

 GameSetupCallback

[\(NetAF.Logic.Callbacks.GameSetu](#)

 OverworldCreationCallback

[\(NetAF.Logic.Callbacks.OverworldC](#)

 PlayerCreationCallback

[\(NetAF.Logic.Callbacks.PlayerCrea](#)

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

+ [NetAF.Persistence](#)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap)

Syntax

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public delegate Overworld OverworldCreationCallback()
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Conversations.Instruct

Description

A generated Overworld.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

- NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

GameCreationCallback

(NetAF.Logic.Callbacks.GameCrea

GameSetupCallback

(NetAF.Logic.Callbacks.GameSetu

OverworldCreationCallback

(NetAF.Logic.Callbacks.OverworldC

PlayerCreationCallback

(NetAF.Logic.Callbacks.PlayerCrea

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Callbacks (NetAF.Logic.Callbacks.html)

Assembly: NetAF.dll

Syntax

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations.**

Type

Instructions

(NetAF.Conversations.Instruct

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

A generated Player.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

GameCreationCallback

(NetAF.Logic.Callbacks.GameCrea

GameSetupCallback

(NetAF.Logic.Callbacks.GameSetu

OverworldCreationCallback

(NetAF.Logic.Callbacks.OverworldC

PlayerCreationCallback

(NetAF.Logic.Callbacks.PlayerCrea

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Namespace NetAF.Logic.Configuration

Classes

Filter by title

ConsoleGameConfiguration

(NetAF.Logic.Configuration.ConsoleGameConfiguration.html)

(NetAF.Commands.RegionMap) Console game.

+ NetAF.Commands.Scene

Interfaces (NetAF.Commands.Scene.html)

+ NetAF.Conversations

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

Represents a configuration for a game.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

- NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htr

ConsoleGameConfiguration

(NetAF.Logic.Configuration.Consol

IGameConfiguration

(NetAF.Logic.Configuration.IGameC

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Class ConsoleGameConfiguration

Represents a configuration for a console game.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Region](#)

Implements

([IGameConfiguration](#))

IGameConfiguration ([ConsoleGameConfiguration.IGameConfiguration.html](#))

Inherited Members

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instruct](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Syntax

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public sealed class ConsoleGameConfiguration : IGameConfiguration

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Constructors

([NetAF.Logic.Callbacks.html](#))

[ConsoleGameConfiguration\(Size, ExitMode, IIOWrapper\)](#)

([NetAF.Logic.Configuration.html](#))

Represents a configuration for a console game.

ConsoleGameConfiguration

Declaration

([NetAF.Logic.Configuration.ConsoleGameConfiguration](#))

IGameConfiguration

public sealed class ConsoleGameConfiguration : IGameConfiguration, IGameConfiguration<Size, ExitMode>, IIOWrapper

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

Parameters

+ [NetAF.Persistence](#)

Type ([NetAF.Persistence.html](#))

Size ([NetAF.Assets.Size.html](#))

+ [NetAF.Persistence.Json](#)

ExitMode ([NetAF.Logic.ExitMode.html](#))

([NetAF.Persistence.Json.html](#))

...

Name	Description
displaySize	The display size.
exitMode	The exit mode.

Type	Name	Description
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	adapter	The I/O adapter.

Properties

(NetAF.Commands.Persistence.html)

Adapter

+ NetAF.Commands.Region

Map

Get the I/O adapter.

(NetAF.Commands.RegionMap.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

IInstructions (NetAF.Adapters.IIOAdapter.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Default

(NetAF.Extensions.html)

Get the default game configuration.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

public static IGameConfiguration Default { get; }

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Property Value

(NetAF.Logic.Callbacks.html)

Type

- NetAF.Logic.Configuration

IGameConfiguration (NetAF.Logic.Configuration.IGameConfiguration.html)

(NetAF.Logic.Configuration.html)

ConsoleGameConfiguration

(NetAF.Logic.Configuration.ConsoleGameConfiguration)

DisplayCommandListInSceneFrames

(NetAF.Logic.Configuration.IGameConfiguration.html)

Get or set if the command list is displayed in scene frames.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Property Value

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

...

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

DisplaySize

Get the display size.

([NetAF.Commands.Persistence.html](#))

Declaration

+ **NetAF.Commands.Region**

Map

public Size DisplaySize { get; }

([NetAF.Commands.RegionMap.html](#))

Property

NetAF.Commands.Scene

Type ([NetAF.Commands.Scene.html](#))

Description

+ **NetAF.Conversations**

Size ([NetAF.Assets.Size.html](#))

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

ErrorPrefix

([NetAF.Conversations.Instruct.html](#))

Get or set the prefix to use when displaying errors.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Property Value

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Description

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

- **NetAF.Logic.Configuration**

ExitMode ([NetAF.Logic.Configuration.html](#))

Get the exit mode.

ConsoleGameConfiguration

Declaration ([NetAF.Logic.Configuration.ConsoleGameConfiguration.html](#))

IGameConfiguration

([NetAF.Logic.Configuration.IGameConfiguration.html](#))

public ExitMode ExitMode { get; }

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

Property Value

+ **NetAF.Persistence**

Description

([NetAF.Persistence.html](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

...

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

Property Value

+ NetAF.Commands.Region	Description
Map FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) (NetAF.Commands.RegionMap)	

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

- [NetAF.Conversations](#)

Get or set the interpreter used for interpreting input.

[\(NetAF.Conversations.html\)](#)

Declaration

+ [NetAF.Conversations](#).

[Instructions](#) Interpreter Interpreter { get; set; }

[\(NetAF.Conversations.Instruct\)](#)

Property Value

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[SceneMapKeyType](#)
[\(NetAF.Logic.html\)](#)

Get or set the type of key to use on the scene map.

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

- [NetAF.Logic.Configuration](#)

public KeyType SceneMapKeyType { get; set; }

[\(NetAF.Logic.Configuration.html\)](#)

ConsoleGameConfiguration

Property Value
[\(NetAF.Logic.Configuration.Console\)](#)

Type GameConfiguration

[\(NetAF.Logic.Configuration.IGameConfiguration\)](#)
KeyType ([NetAF.Rendering.KeyType.html](#))

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

Implements

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)
IGameConfiguration ([NetAF.Logic.Configuration.IGameConfiguration.html](#))

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

...



(NetAF.Commands.Persistence)

+ NetAF.Commands.Region

Map

(NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAE.Logic.Callbacks.html)

- NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm)

ConsoleGameConfiguration

(NetAF.Logic.Configuration.Consol

IGameConfiguration

(NetAF.Logic.Configuration.IGame

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Interface IGameConfiguration

Represents a configuration for a game.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Configuration (NetAF.Logic.Configuration.html)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Region

Map

```
public interface IGameConfiguration  
(NetAFCommandsRegionMap
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Properties

(NetAF.Conversations.html)

Adapters

Instructions

Get the I/O adapter.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
IIOAdapter Adapter { get; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

(NetAF.Logic.html)

```
IIOAdapter (NetAF.Adapters.IIOAdapter.html)
```

Description

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

DisplayCommandListInSceneFrames

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Get or set if the command list is displayed in scene frames.

Declaration

(NetAF.Logic.Configuration.Consol

IGameConfiguration

```
bool DisplayCommandListInSceneFrames { get; set; }
```

(NetAF.Logic.Configuration.IGameC

+ NetAF.Logic.Modes

Property Value

(NetAF.Logic.Modes.html)

Type

+ NetAF.Persistence

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Persistence.html)

Description

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

DisplaySize

...

Get the display size.

Declaration

```
Size DisplaySize { get; }
```

Property Value

Type	Description
(NetAF.Commands.Persistence.html)	

+ [NetAF.Commands.Region](#)

Map
[\(NetAF.Commands.RegionMap.html\)](#)

ErrorPrefix
+ [NetAF.Commands.Scene](#)

Get the prefix for errors displayed by the scene.

- [NetAF.Conversations](#)

([NetAF.Conversations.html](#))
string ErrorPrefix { get; set; }

+ [NetAF.Conversations](#).

Instructions

Property Value
[\(NetAF.Conversations.Instruct.html\)](#)

Type
+ [NetAF.Extensions](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

ExitMode

+ [NetAF.Logic](#)

Get the exit mode.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

ExitMode ExitMode { get; }

- [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

Property Value

Type
ConsoleGameConfiguration
([NetAF.Logic.Configuration.ConsoleGameConfiguration.html](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

([NetAF.Logic.Configuration.IGameConfiguration.html](#))

+ [NetAF.Logic.Modes](#)

FrameBuilders
([NetAF.Logic.Modes.html](#))

Get or set the collection of frame builders to use to render the game.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

FrameBuilderCollection FrameBuilders { get; set; }

...

Namespace NetAF.Logic.Modes

Classes

Filter by title

Map

AboutMode (NetAF.Logic.Modes.AboutMode.html) (NetAF.Commands.RegionMap)

Provides a display mode for about.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

CompletionMode (NetAF.Logic.Modes.CompletionMode.html)

+ NetAF.Conversations

Provides a display mode for completion.

(NetAF.Conversations.html)

+ NetAF.Conversations

ConversationMode (NetAF.Logic.Modes.ConversationMode.html)

Instructions

Provides a display mode for conversation.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

GameOverMode (NetAF.Logic.Modes.GameOverMode.html)

(NetAF.Extensions.html)

Provides a display mode for game over.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

HelpMode (NetAF.Logic.Modes.HelpMode.html)

+ NetAF.Logic

Provides a display mode for help.

(NetAF.Logic.html)

+ NetAF.Logic

ReactionMode (NetAF.Logic.Modes.ReactionMode.html)

(NetAF.Logic.Callbacks.html)

Provides a display mode for reaction.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

RegionMapMode (NetAF.Logic.Modes.RegionMapMode.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Logic

SceneMode (NetAF.Logic.Modes.SceneMode.html)

(NetAF.Logic.Modes.AboutMode.html)

Provides a display mode for a scene.

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

+ NetAF.Logic

TitleMode (NetAF.Logic.Modes.TitleMode.html)

(NetAF.Logic.Modes.ConversationMode.html)

Provides a display mode for title.

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

+ NetAF.Logic

Interfaces

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

+ NetAF.Logic

IGameMode (NetAF.Logic.Modes.IGameMode.html)

Represents mode for a game.

(NetAF.Logic.Modes.IGameMode.html)

Enums

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Enumeration of game mode types.



RenderState (NetAF.Logic.Modes.RenderState.html)

NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

Class AboutMode

Provides a display mode for about.

Filter by title

Inheritance

[System.Object](#)

+ [NetAF.Commands.Scene](#)

↳ [AboutMode](#)

([NetAF.Commands.Scene.html](#))

Implements

+ [NetAF.Conversations](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

([NetAF.Conversations.html](#))

Inherited Members

+ [NetAF.Conversations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Conversations.Instruction.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF.Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAF.Extensions.html](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF.Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ [NetAF.Logic](#)

Assembly: NetAF.dll

([NetAF.Logic.html](#))

Syntax

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

Properties

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

Get the interpreter.

([NetAF.Logic.Modes.CompletionMode.html](#))

DeclarationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

public [IGameMode](#) Interpreter { get; }

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

Property Value

([NetAF.Logic.Modes.GameOverMode.html](#))

Type

([NetAF.Logic.Modes.HelpMode.html](#))

Interpreter

([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Logic.Modes.IGameMode.html](#))

ReactionMode

Description

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

Property Value		Description
+ NetAF.Commands.Scene	Type (NetAF.Commands.Scene.html)	
+ NetAF.Conversations	GameModeType (NetAF.Logic.Modes.GameModeType.html) (NetAF.Conversations.html)	

+ **NetAF.Conversations.**

Methods

([NetAF.Conversations.Instruct](#))

NetAF.Extensions

Render(Game)
[\(NetAF.Extensions.html\)](#)

Render the current state of a game.

+ **NetAF.Interpretation**

Declaration

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic.RenderState** Render(Game game)

[\(NetAF.Logic.html\)](#)

Parameters

+ **NetAF.Logic.Callbacks**

Type
[\(NetAF.Logic.Callbacks.html\)](#)

Name

Description

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

game

The game.

Returns

- **NetAF.Logic.Modes**

Type
[\(NetAF.Logic.Modes.html\)](#)

Description

RenderState ([NetAF.Logic.Modes.RenderState.html](#))

The render state.

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

Implementation

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

[\(NetAF.Logic.Modes.Conversation.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

Class CompletionMode

Provides a display mode for completion.

Filter by title

Inheritance

+ NetAF.Commands.Scene

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ CompletionMode

+ NetAF Conversations

Implements

([NetAF Conversations.html](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ NetAF Conversations.

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))
[\(NetAF Conversations.Instruct\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))
[\(NetAF Extensions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF Logic

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

([NetAF Logic.html](#))

Assembly: NetAF.dll

\$ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

public sealed class CompletionMode : IGameMode

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

NetAF Logic Modes

([NetAF.Logic.Modes.html](#))

AboutMode

CompletionMode(string, string)

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

Provides a display mode for completion.

([NetAF.Logic.Modes.CompletionMode.html](#))

Declaration

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

Parameters

([NetAF.Logic.Modes.GameOverMode.html](#))

Type

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

string

(<https://learn.microsoft.com/dotnet/api/system.string>)

IGameMode

string

(<https://learn.microsoft.com/dotnet/api/system.string>)

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

Type	Name	Description
HelpMode	title	The title.
string	message	The message.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

+ NetAF.Commands.Scene

GameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

Class ConversationMode

Provides a display mode for conversation.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.Instruct

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Extensions.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Logic

(NetAF.Logic.html)

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

Assembly: NetAF.dll

+ NetAF.Logic.Callbacks

Syntax

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

public sealed class ConversationMode : IGameMode

(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

ConversationMode (Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

ConversationMode(IConverser)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

Initializes a new instance of the ConversationMode class.

ConversationMode

Declaration

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

public [NetAF.Logic.Modes.GameModeType](#) converser

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

Parameters

HelpMode

Type	Name	Description
NetAF.Logic.Modes.HelpMode.html		
IGameMode IConverser (NetAF.Logic.Modes.IGameMode.html) (NetAF.Assets.Characters.IConverser.html)	converser	The IConverser the conversation is being held with.
NetAF.Logic.Modes.ReactionMode.html		
RegionMapMode		

Properties

Converser

Get the converser.



Declaration

(NetAF.Commands.Scene.html)

```
public IConverser Converser { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

IConverser (NetAF.Assets.Characters\Converser.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Interpreter

+ NetAF.Interpretation

Get the interpreter.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public IInterpreter Interpreter { get; }
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Description

IInterpreter (NetAF.Interpretation.Interpreter.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

Get the type of mode this provides.

CompletionMode

Declaration

NetAF.Logic.Modes.CompletionMode

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

Property Value

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

Description

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

Methods

Render(Game)

Render the current state of a game.

Declaration

```
public RenderState Render(Game game)
```

Parameters

(NetAF.Commands.Scene.html)

Name	Description
game	The game.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
NetAF.Extensions	The render state.

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

Enum GameModeType

Enumeration of game mode types.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

public enum GameModeType

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Fields
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Name
[\(NetAF.Interpretation.html\)](#)

Information

Description

An information mode.

+ **NetAF.Logic**

Interactive

[\(NetAF.Logic.html\)](#)

An interactive mode.

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

- **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

Class GameOverMode

Provides a display mode for game over.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameOverMode

+ NetAF.Conversations.

Implements

Instructions

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

(NetAF.Conversations.Instruct

Inherited Members

+ NetAF.Extensions

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>)

NetAF.Logic

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic.Callbacks

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

(NetAF.Logic.Callbacks.html)

Assembly: NetAF.dll

+ NetAF.Logic.Configuration

Syntax

(NetAF.Logic.Configuration.html)

- [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

AboutMode

Constructors

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

Provides a display mode for game over.

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

public sealed class GameOverMode : IGameMode

protected internal GameOverMode(string title, string message)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

Parameters

IGameMode

Type: [NetAF.Logic.Modes.IGameMode.html](#)

ReactionMode

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

Type	Name	Description
NetAF.Logic.Modes.IGameMode.html	<i>title</i>	The title.
NetAF.Logic.Modes.ReactionMode.html	<i>message</i>	The message.

Properties

Interpreter

Get the interpreter.



Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `public IInterpreter Interpreter { get; }`

+ NetAF.Conversations.

Property Value

Instructions

Type [\(NetAF.Conversations.Instruct.html\)](#)

Description

+ [\(NetAF.Extensions.html\)](#) `IInterpreter Interpretation.IInterpreter.html`

(NetAF.Extensions.html)

+ NetAF.Interpretation

Type [\(NetAF.Interpretation.html\)](#)

Get the type of mode this provides.

+ NetAF.Logic

Type [\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

public GameModeType Type { get; }

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Property Value

(NetAF.Logic.Configuration.html)

Type

- NetAF.Logic.Modes

GameModeType ([\(NetAF.Logic.Modes.GameModeType.html\)](#))

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

Methods

Render(Game)

GameModeType

Render the current state of a game.

GameOverMode

Declaration [\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

public RenderState Render(Game game)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

Parameters

ReactionMode

Type [\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

Game ([\(NetAF.Logic.Game.html\)](#))

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

Type	Name	Description
(NetAF.Logic.Modes.ReactionMode.html)	game	The game.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

+ **NetAF.Conversations**
IGameMode (NetAF.Logic.Modes.IGameMode.html)
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**
[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**
[\(NetAF.Logic.Configuration.ht](#)

- **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)

 AboutMode
[\(NetAF.Logic.Modes.AboutMode.h](#)

 CompletionMode
[\(NetAF.Logic.Modes.CompletionMo](#)

 ConversationMode
[\(NetAF.Logic.Modes.Conversation](#)

 GameModeType
[\(NetAF.Logic.Modes.GameModeTy](#)

 GameOverMode
[\(NetAF.Logic.Modes.GameOverMo](#)

 HelpMode
[\(NetAF.Logic.Modes.HelpMode.htm](#)

 IGameMode
[\(NetAF.Logic.Modes.IGameMode.h](#)

 ReactionMode
[\(NetAF.Logic.Modes.ReactionMode](#)

 RegionMapMode
[\(NetAF.Logic.Modes.RegionMapMo](#)

 RenderState

Class HelpMode

Provides a display mode for help.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations.**

Instructions

Implements

([NetAF Conversations.Instruct](#)

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Logic Callbacks](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

- **NetAF Logic Configuration**

Syntax ([NetAF.Logic.Configuration.html](#))

- **NetAF Logic Modes**

public sealed class HelpMode : IGameMode
([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Declaration

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode(HelpMode[] commands)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Type ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

CommandHelp([NetAF.Commands.CommandHelp.html](#)[])

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

Type	Name	Description
ReactionMode	commands	The commands to display.

Properties

Interpreter

Get the interpreter.

Declaration

(NetAF.Conversations.html)

```
public IInterpreter Interpreter { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Get the type of mode this provides.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public GameModeType Type { get; }
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Property Value

- Type

(NetAF.Logic.Modes.html)

GameModeType (NetAF.Logic.Modes.GameModeType.html)

Description

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

Declaration

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

```
public void RenderState(Game game)
```

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

Parameters

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

Game (NetAF.Logic.Game.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Name

Description

game

The game.

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

(NetAF.Conversations.html)
IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.h

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

Interface IGameMode

Represents a mode for a game.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Interpreter

([NetAF.Logic.html](#))

Get the interpreter.

+ **NetAF.Logic.Callbacks**

Delegates

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

IInterpreter Interpreter { get; }

([NetAF.Logic.Configuration.html](#))

NetAF.Logic.Modes

Property value

([NetAF.Logic.Modes.html](#))

Type

AboutMode

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Get the GameModeType this provides.

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Declaration

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

GameModeType Type { get; }

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Property value

([NetAF.Logic.Modes.IGameMode.html](#))

Type

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

GameModeType ([NetAF.Logic.Modes.GameModeType.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

...
...

Description

Type

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Property value

([NetAF.Logic.Modes.IGameMode.html](#))

Type

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

GameModeType ([NetAF.Logic.Modes.GameModeType.html](#))

RegionMapMode

([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

...
...

Description

Methods

Render(Game)

Render the current state of a game.

Declaration
↓
Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Parameters
(NetAF.Conversations.Instruct

Type	Name	Description
NetAF.Extensions (NetAF.Extensions.html)	<i>game</i>	The game.

+ **NetAF.Interpretation**

Returns
(NetAF.Interpretation.html)

Type	Description
NetAF.Logic (NetAF.Logic.html)	The render state.

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

- **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

AboutMode

[\(NetAF.Logic.Modes.AboutMode.html\)](#)

CompletionMode

[\(NetAF.Logic.Modes.CompletionMode.html\)](#)

ConversationMode

[\(NetAF.Logic.Modes.ConversationMode.html\)](#)

GameModeType

[\(NetAF.Logic.Modes.GameModeType.html\)](#)

GameOverMode

[\(NetAF.Logic.Modes.GameOverMode.html\)](#)

HelpMode

[\(NetAF.Logic.Modes.HelpMode.html\)](#)

IGameMode

[\(NetAF.Logic.Modes.IGameMode.html\)](#)

ReactionMode

[\(NetAF.Logic.Modes.ReactionMode.html\)](#)

RegionMapMode

[\(NetAF.Logic.Modes.RegionMapMode.html\)](#)

RenderState

[\(NetAF.Logic.Modes.RenderState.html\)](#)

... . . .

Class ReactionMode

Provides a display mode for reaction.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**.

↳ ReactionMode

Instructions

Implements

([NetAF.Conversations.Instruct](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF Logic Callbacks**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF Logic Configuration**

[Assembly: NetAF.dll](#)

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class ReactionMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

Constructors

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

GameModeType

Provides a display mode for reaction.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

pushReactionMode(string title, string message)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Parameters

([NetAF.Logic.Modes.IGameMode.html](#))

Type ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

message

The message.

([NetAF.Logic.Modes.RegionMapMode.html](#))

string (https://learn.microsoft.com/dotnet/api/system.string)

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

...

Properties

Interpreter

Get the interpreter.

Declaration

(NetAF.Conversations.html)

```
public TInterpreter Interpreter { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Description

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

SuppressEndedReactions

+ NetAF.Logic

Get or set if ended reactions are suppressed.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public bool SuppressEndedReactions { get; set; }
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Property Value

- NetAF.Logic.Modes

Description

(NetAF.Logic.Modes.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

SuppressSuccessfulMovementReactions

ConversationMode

Get or set if successful movement reactions are suppressed.

(NetAF.Logic.Modes.Conversation

Declaration

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

```
public bool SuppressSuccessfulMovementReactions { get; set; }
```

(NetAF.Logic.Modes.GameOverMo

HelpMode

Property Value

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.h

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

Type

Description

RenderState

(NetAF.Logic.Modes.RenderState.h

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

Property Value

Type	Description
(NetAF.Conversations.html) GameModeType (NetAF.Logic.Modes.GameModeType.html)	

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

Render(Game)

+ NetAF.Interpretation

Render the current state of a game.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public RenderState Render(Game game)
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Parameters

+ NetAF.Logic.Configuration

Type (NetAF.Logic.Configuration.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game.

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Type

AboutMode (NetAF.Logic.Modes.AboutMode.html)

RenderState (NetAF.Logic.Modes.RenderState.html)

Description

The render state.

CompletionMode (NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

Implements

IGameMode (NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

...
...

Class RegionMapMode

Provides a display mode for region map.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**

↳ RegionMapMode

Instructions

Implements

([NetAF.Conversations.Instruct](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

equals(system-object-system-object)

+ **NetAF Logic**

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF Logic Callbacks**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF Logic Configuration**

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class RegionMapMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

Constructors

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

RegionMapMode(Point3D)

Provides a display mode for region map.

([NetAF.Logic.Modes.GameModeType.html](#))

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

pushMode RegionMapMode(Point3D focusPosition)

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

Parameters

([NetAF.Logic.Modes.IGameMode.html](#))

Type	Name	Description
ReactionMode		(NetAF.Logic.Modes.ReactionMode.html)
Point3D	focusPosition	The position to focus on. To use the player position use RegionMapMode.Player.

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

... . . .

Declaration

```
public GameModeType Type { get; }
```

Property Value

Type	Description
(NetAF.Conversations.html) GameModeType (NetAF.Logic.Modes.GameModeType.html)	

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

CanPanToPosition(Region, Point3D)

+ NetAF.Interpretation

Determine if a pan position is valid.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public static bool CanPanToPosition(Region region, Point3D position)
```

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Parameters

Type	Name	Description
(NetAF.Logic.Configuration.html) Region (NetAF.Assets.Locations.Region.html)	region	The region.
- NetAF.Logic.Modes Point3D (NetAF.Assets.Point3D.html) (NetAF.Logic.Modes.html)	position	The position.

Returns

(NetAF.Logic.Modes.AboutMode.html)

Type

CompletionMode

Description

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the pan position is valid, else false.
--	--

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

Render the current state of a game.

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

```
public RenderState Render(Game game)
```

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

Parameters

(NetAF.Logic.Modes.RenderState.html)

Type

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

Game (NetAF.Logic.Game.html)

Name

game

Description

The game.

(NetAF.Logic.Modes.RenderState.html)

Returns

Type	Description
RenderState (NetAF.Logic.Modes.RenderState.html)	The render state.

Implements

(NetAF.Conversations.html)

IGameMode (NetAF.Logic.Modes.IGameMode.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.htm

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.h

CompletionMode

(NetAF.Logic.Modes.CompletionM

ConversationMode

(NetAF.Logic.Modes.Conversation

GameModeType

(NetAF.Logic.Modes.GameModeTy

GameOverMode

(NetAF.Logic.Modes.GameOverMo

HelpMode

(NetAF.Logic.Modes.HelpMode.htm

IGameMode

(NetAF.Logic.Modes.IGameMode.h

ReactionMode

(NetAF.Logic.Modes.ReactionMode

RegionMapMode

(NetAF.Logic.Modes.RegionMapMo

RenderState

(NetAF.Logic.Modes.RenderState.h

... .

Enum RenderState

An enumeration of render states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html).Modes (NetAF.Logic.Modes.html)

(NetAF.Conversations.Instruct

Assembly: NetAF.dll

Syntax

NetAF.Extensions

(NetAF.Extensions.html)

public enum RenderState

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Name (NetAF.Logic.Callbacks.html)

Aborted

+ NetAF.Logic.Configuration

Completed

(NetAF.Logic.Configuration.html)

Description

Render was aborted.

Render was completed.

- NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

HelpMode

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Class SceneMode

Provides a display mode for a scene.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations.**

↳ SceneMode

Instructions

Implements

([NetAF.Conversations.Instruct](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF.Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic.Callbacks**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF.Logic.Configuration**

Assembly: NetAF

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class SceneMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Interpreter

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Get the interpreter

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

Declaration

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

public T Interpreter Interpreter { get; }

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Properties

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

Interpreter ([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

...

Type	Description
RegionMapMode	Interpreter (NetAF.Logic.Modes.RegionMapMode.html)

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

(NetAF.Logic.html)

Render the current state of a game.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

- NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

Name

Description

game

The game.

Type

CompletionMode

ConversationMode

GameModeType

GameOverMode

IGameMode

HelpMode

ReactionMode

RegionMapMode

RenderState

RenderState

ReactionMode

RegionMapMode

RenderState

RegionMapMode

Class TitleMode

Provides a display mode for title.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**.

↳ TitleMode

Instructions

Implements

([NetAF.Conversations.Instruct](#))

IGameMode ([NetAF.Logic.Modes.IGameMode.html](#))

+ **NetAF Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF Logic Callbacks**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Callbacks.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#)).Modes ([NetAF.Logic.Modes.html](#))

+ **NetAF Logic Configuration**

Assembly: NetAF

([NetAF.Logic.Configuration.html](#))

Syntax

- **NetAF.Logic.Modes**

public sealed class TitleMode : IGameMode

([NetAF.Logic.Modes.html](#))

AboutMode

([NetAF.Logic.Modes.AboutMode.html](#))

CompletionMode

([NetAF.Logic.Modes.CompletionMode.html](#))

ConversationMode

([NetAF.Logic.Modes.ConversationMode.html](#))

Interpreter

GameModeType

([NetAF.Logic.Modes.GameModeType.html](#))

Get the interpreter

GameOverMode

([NetAF.Logic.Modes.GameOverMode.html](#))

HelpMode

([NetAF.Logic.Modes.HelpMode.html](#))

IGameMode

([NetAF.Logic.Modes.IGameMode.html](#))

Properties

ReactionMode

([NetAF.Logic.Modes.ReactionMode.html](#))

RegionMapMode

Interpreter ([NetAF.Logic.Modes.RegionMapMode.html](#))

RenderState

([NetAF.Logic.Modes.RenderState.html](#))

...
...

Description

Type

Get the type of mode this provides.

Declaration

```
public GameModeType Type { get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Instructions

GameModeType (NetAF.Logic.Modes.GameModeType.html)

(NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Render(Game)

(NetAF.Logic.html)

Render the current state of a game.

+ NetAF.Logic.Callbacks

Declaration

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

- NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

AboutMode

(NetAF.Logic.Modes.AboutMode.html)

CompletionMode

(NetAF.Logic.Modes.CompletionMode.html)

ConversationMode

(NetAF.Logic.Modes.ConversationMode.html)

GameModeType

(NetAF.Logic.Modes.GameModeType.html)

GameOverMode

(NetAF.Logic.Modes.GameOverMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

(NetAF.Logic.Modes.HelpMode.html)

IGameMode

(NetAF.Logic.Modes.IGameMode.html)

ReactionMode

(NetAF.Logic.Modes.ReactionMode.html)

RegionMapMode

(NetAF.Logic.Modes.RegionMapMode.html)

RenderState

(NetAF.Logic.Modes.RenderState.html)

...
...

~ ~ ~

Description

The render state.

Namespace NetAF.Persistence

Classes

Filter by title

+ [NetAF.Commands.RegionMap](#) RestorePoint (NetAF.Persistence.RestorePoint.html)

Represents a restore point for a Game.

+ [NetAF.Commands.Scene](#) (NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#) (NetAF.Conversations.html)

+ [NetAF.Conversations.Instructions](#) (NetAF.Conversations.Instruct

+ [NetAF.Extensions](#) (NetAF.Extensions.html)

+ [NetAF.Interpretation](#) (NetAF.Interpretation.html)

+ [NetAF.Logic](#) (NetAF.Logic.html)

+ [NetAF.Logic.Callbacks](#) (NetAF.Logic.Callbacks.html)

+ [NetAF.Logic.Configuration](#) (NetAF.Logic.Configuration.htm

+ [NetAF.Logic.Modes](#) (NetAF.Logic.Modes.html)

- [NetAF.Persistence](#) (NetAF.Persistence.html)

RestorePoint
(NetAF.Persistence.RestorePoint.h

+ [NetAF.Persistence.Json](#) (NetAF.Persistence.Json.html)

+ [NetAF.Rendering](#)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ RestorePoint

+ NetAF.Commands.Region

Inherited Members

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(NetAF.Conversations.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Conversations.html)

Instructions

Namespace: NetAF ([NetAF.html](#)).Persistence ([NetAF.Persistence.html](#))
(NetAF.Conversations.Instruct)

Assembly: NetAF.dll

\$NetAF.Extensions

(NetAF.Extensions.html)

public class RestorePoint
+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

CreationTime

+ NetAF.Logic.Configuration

Get or set the creation time of this save.

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

 public DateTime CreationTime { get; set; }

- NetAF.Persistence

(NetAF.Persistence.html)

Type

RestorePoint

Description

[\(NetAF.Persistence.RestorePoint.h](#)
DateTime (<https://learn.microsoft.com/dotnet/api/system.datetime>)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

GameAF.Rendering

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```

Property Value

Type	Description
(NetAF.Commands.Persistence)	GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands.Region

Map

NetAF.Commands.RegionMap

+ NetAF.Commands.Scene

Get or set the name of this scene.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) set; }

+ NetAF.Conversations.

Property Value

Instructions

NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Create(string, Game)

+ NetAF.Logic.Callbacks

Create a new restore point.

(NetAF.Logic.Callbacks.html)

Declaration

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public static RestorePoint Create(string name, Game game)
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Parameters

- NetAF.Persistence

(NetAF.Persistence.html)

Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name
RestorePoint Game (NetAF.Logic.Game.html)	game

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

- Persistence**
(NetAF.Commands.Persistence.html)
 - + NetAF.Commands.RegionMap
(NetAF.Commands.RegionMap.html)
 - + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
 - + NetAF.Conversations
(NetAF.Conversations.html)
 - + NetAF.Conversations.Instructions
(NetAF.Conversations.Instructions.html)
 - + NetAF.Extensions
(NetAF.Extensions.html)
 - + NetAF.Interpretation
(NetAF.Interpretation.html)
 - + NetAF.Logic
(NetAF.Logic.html)
 - + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
 - + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
 - + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
 - NetAF.Persistence
(NetAF.Persistence.html)
 - RestorePoint
(NetAF.Persistence.RestorePoint.html)
 - + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
 - + NetAF.Rendering

Namespace NetAF.Persistence.Json

Classes

Filter by title

+ [NetAF.Commands.RegionMap](#) JsonSave (NetAF.Persistence.Json.JsonSave.html)

Provides persistence for a save in the Json format.

(NetAF.Commands.RegionMap)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Logic.Callbacks](#)

(NetAF.Logic.Callbacks.html)

+ [NetAF.Logic.Configuration](#)

(NetAF.Logic.Configuration.htm

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

- [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave

+ [NetAF.Rendering](#)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ JsonSave

+ NetAF.Commands.Region

Inherited Members

Map

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.RegionMap)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(NetAF.Conversations.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Conversations.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instructions

Namespace: NetAF ([NetAF.html](#)).Persistence ([NetAF.Persistence.html](#)).Json ([NetAF.Persistence.Json.html](#))

(NetAF.Conversations.Instruct)

Assembly: NetAF.dll

\$NetAF.Extensions

(NetAF.Extensions.html)

public static class JsonSave
+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)
FromFile(string, out RestorePoint, out string)

+ NetAF.Logic.Configuration

Return a restore point from a file.

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

public static void FromFile(string path, out RestorePoint restorePoint, out string message)
 message

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

- NetAF.Persistence.Json

Type
(NetAF.Persistence.Json.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	path (NetAF.Persistence.Json.JsonSave)	The file path.

+ NetAF.Rendering

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string) Persistence	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

(NetAF.Commands.Persistence)

Returns

+ NetAF.Commands.Region

Type
Map

bool (https://learn.microsoft.com/dotnet/api/system.boolean)
(NetAF.Commands.RegionMap)

Description

True if the load was successful else false.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
FromJson(string)

+ NetAF.Conversations

Create a restore point from Json.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public static RestorePoint FromJson(string json)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Interpretation.html)

Name

Description

json

The json.

+ NetAF.Logic

(NetAF.Logic.html)

Type

+ NetAF.Logic.Callbacks

RestorePoint (https://learn.microsoft.com/dotnet/api/system.restorepoint.html)

Description

The restore point created from the Json.

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

ToFile(string, RestorePoint, out string)

(NetAF.Logic.Configuration.html)

Persists restore points to a file.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ NetAF.Rendering

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point to persist.
Persistence + NetAF.Commands.Persistence string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

(NetAF.Commands.RegionMap)

Returns

Type	Description
NetAF.Commands.Scene (NetAF.Commands.Scene.html)	True if the save was successful else false.

+ NetAF.Conversations

(NetAF.Conversations.html)

ToJson(RestorePoint)

[NetAF.Conversations.html](#)

Instructions

Convert a restore point to Json.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html) `Json(RestorePoint restorePoint)`

+ NetAF.Interpretation

[NetAF.Interpretation.html](#)

+ NetAF.Logic

(NetAF.Logic.html)

[RestorePoint.html](#) [NetAF.Persistence.RestorePoint.html](#)

Name

Description

restorePoint

The restore point.

+ NetAF.Logic.Callbacks

Returns

(NetAF.Logic.Callbacks.html)

Type

+ NetAF.Logic.Configuration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Configuration.html)

Description

The Json reatore point.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

JsonSave

[NetAF.Persistence.Json.JsonSave](#)

+ NetAF.Rendering

Namespace NetAF.Rendering

Enums

Filter by title

map
KeyType ([NetAF.Rendering.KeyType.html](#))
([NetAF.Commands.RegionMap](#))

Enumeration of key types.

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.html](#))

RegionMapMode ([NetAF.Rendering.RegionMapMode.html](#))

+ **NetAF.Conversations**

 Enumeration of region map modes.

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

 ([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

 ([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

 ([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

 ([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

 ([NetAF.Persistence.Json.html](#))

- **NetAF.Rendering**

 ([NetAF.Rendering.html](#))

KeyType

 ([NetAF.Rendering.KeyType.html](#))

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Region

Map

(NetAFCommands.RegionMap)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Fields

Conversations

(NetAF.Conversations.html)

Name

Description

+ **NetAF.Conversations.**

Dynamic

Instructions Dynamic key, only show relevant key items.

None

Instructions

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

(NetAF.Commands.Persistence)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Region

Map

```
public enum RegionMapMode  
(NetAFCommands.RegionMap
```

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Fields

Conversations

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

Detailed Shows rooms at a detailed level.

Instructions

Detailed: Shows rooms as detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

(NetAF.Conversations.html)

+ NetAF.Conversations.
FrameBuilderCollection
Instructions

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)
(NetAF.Conversations.Instruct)

Provides a collection of all of the frame builders required to run a game.

+ NetAF.Extensions

(NetAF.Extensions.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

(NetAF.Interpretation.html)

Provides a container for frame builder collections.

+ NetAF.Logic

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

+ Provides a class for building strings as part of a grid.

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

SceneHelper

(NetAF.Rendering.FrameBuilders.SceneHelper.html)

Provides help for creating frames.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(NetAF.Persistence.html)

Represents any object that can build about frames.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ICompletionFrameBuilder

(NetAF.Rendering.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.html)

Represents any object that can build completion frames.

- NetAF.Rendering.Frame

Builders

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

FrameBuilderCollection

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.C

Represents any object that can build game over frames.

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

Represents any object that can build reaction frames.

(NetAF.Conversations.html)

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Instructions

Represents any object that can build region maps.

(NetAF.Conversations.Instruct

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

NetAF.Logic

Represents any object that can build room maps.

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Logic.Callbacks.html)

Represents any object that can build scene frames.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic.Modes

Represents any object that can build title frames.

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

Instructions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ FrameBuilderCollection

+ NetAF.Extensions

Inherited Members

(NetAF.Extensions.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic.Configuration

AsFrameBuilderCollection<string> ([NetAF.Rendering.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.html))

Syntax

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

public class FrameBuilderCollection

+ NetAF.Persistence

(NetAF.Persistence.html)

CONSTRUCTORS

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, IReactionFrameBuilder,

IConversationFrameBuilder)

Builders

Provides a collection of all of the frame builders required to run a game.

(NetAF.Rendering.FrameBuilders.html)

Declaration

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollection<T> Collection<T> (ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild

er<T> regionMapFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

er<T> helpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, ICompletionFrameBu

ilder<T> gameoverFrameBuilder, IGameOverFrameBuilder gameoverFrameBuilder, IAboutFrameBuild

er<T> aboutFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, IReactionFrameBuild

er<T> reactionFrameBuilder, IReactionFrameBuilder reactionFrameBuilder, IConversationFrameBuild

er<T> conversationFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ConversationFrameBuilder

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
Instructions (NetAF.Conversations.Instruct.html) + NetAF.Extensions (NetAF.Extensions.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
IHelpFrameBuilder + NetAF.Interpretation (NetAF.Interpretation.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Logic ICompletionFrameBuilder (NetAF.Logic.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Logic.Callbacks IGameOverFrameBuilder (NetAF.Logic.Callbacks.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF.Logic.Configuration (NetAF.Logic.Configuration.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
+ NetAF.Persistence IReactionFrameBuilder (NetAF.Persistence.html)	<i>reactionFrameBuilder</i>	The builder to use for building reaction frames.
+ NetAF.Persistence.Json IConversationFrameBuilder (NetAF.Persistence.Json.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.
+ NetAF.Rendering (NetAF.Rendering.html)		

- NetAF.Rendering.Frame

Properties

(NetAF.Rendering.FrameBuilders)

AboutFrameBuilder

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollection

Get the builder to use for about frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

Instructions

Declaration
[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

public ICompletionFrameBuilder CompletionFrameBuilder { get; }
(NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value

[\(NetAF.Interpretation.html\)](#)

Type

Description

+ NetAF.Logic

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)
(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

Get the builder to use for conversation frames.

[\(NetAF.Logic.Configuration.html\)](#)

Declaration

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)ConversationFrameBuilder ConversationFrameBuilder { get; }

+ NetAF.Persistence

Property Value

[\(NetAF.Persistence.html\)](#)

Type

Description

+ NetAF.Persistence.Json

IConversationFrameBuilder (NetAF.Persistence.Builder.Json.html) (NetAF.Persistence.Json.html) (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

GameOverFrameBuilder

- NetAF.Rendering.Frame

Get the builder to use for game over frames.

[Builders.html](#)

Declaration
[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.html\)](#) GameOverFrameBuilder GameOverFrameBuilder { get; }

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

GridStringBuilder

Type
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Description

IAboutFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

IConversationFrameBuilder

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ReactionModeFrameBuilder

+ NetAF.Logic

Get the builder to use for reaction frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Property Value

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

IReactionModeFrameBuilder (NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

RegionMapFrameBuilder

+ NetAF.Persistence.Json

Get the builder to use for region map frames.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

- NetAF.Rendering.Frame

Builders

Property Value

(NetAF.Rendering.FrameBuilders

Type

FrameBuilderCollection

IRendererFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

SceneFrameBuilder

(NetAF.Rendering.FrameBuilders.C

AboutFrameBuilder

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.I

Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Description

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

Property Value

Type	Description
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

Instructions

(NetAF.Conversations.Instruct

+ **TitleFrameBuilder**

NetAF.Extensions

(NetAF.Extensions.html)

Get the builder to use for title frames.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

+ **NetAF.Logic**

(NetAF.Logic.html)

Property Value

+ **NetAF.Logic.Callbacks**

Type **(NetAF.Logic.Callbacks.html)**

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

Description

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

INHERITANCE

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [FrameBuilderCollections](#)

+ **NetAF.Extensions**

Inherited Members

[\(NetAF.Extensions.html\)](#)

`object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))`

+ **NetAF.Interpretation**

`object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))`

+ **NetAF.Logic**

`object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)`

`object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)`

↳ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

`object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)`

+ **NetAF.Logic.Configuration**

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

[\(NetAF.Logic.Configuration.html\)](#)

Assembly: NetAF.dll

↳ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

`public static class FrameBuilderCollections`

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

↳ **Properties**

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Default

- **NetAF.Rendering.Frame**

Get the default frame builder collection.

Builders

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
FrameBuilderCollection  
public static FrameBuilderCollection Default { get; }  
(NetAF.Rendering.FrameBuilders.F
```

FrameBuilderCollections

Property Value

GridStringBuilder

Type [\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Description

FrameBuilderCollection [\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

INSTRUCTIONS

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridStringBuilder

+ **NetAF.Extensions**

Inherited Members

([NetAF.Extensions.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Logic**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic.Configuration**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.Configuration.html](#))

Assembly: NetAF.dll

↳ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

public class GridStringBuilder

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

↳ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

↳ **NetAF.Rendering**

GridStringBuilder(char, char, char)

([NetAF.Rendering.html](#))

Provides a class for building strings as part of a grid.

- **NetAF.Rendering.Frame**

Declaration

Builders

([NetAF.Rendering.FrameBuilders.html](#))

```
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', Char horizontalDividerCharacter = '-')  
    : base(leftBoundaryCharacter, rightBoundaryCharacter, horizontalDividerCharacter)
```

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

FrameBuilderCollections

Parameters

([NetAF.Rendering.FrameBuilders.FrameBuilder.html](#))

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)		
charAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.char)	leftBoundaryCharacter	The character to use for left boundaries.
CharCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICharCompletionFrameBuilder.html)		
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)		

([NetAF.Rendering.FrameBuilders.ICharCompletionFrameBuilder.html](#))

IConversationFrameBuilder

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) INSTRUCTIONS (NetAF.Conversations.Instruct	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Properties

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

DisplaySize

+ NetAF.Logic

Get the display size.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

```
public Size DisplaySize { get; }
```

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

+ NetAF.Logic.Modes

Type

[\(NetAF.Logic.Modes.html\)](#)

Size ([NetAF.Assets.Size.html](#))

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

HorizontalDividerCharacter

[\(NetAF.Persistence.Json.html\)](#)

Get or set the character used for horizontal dividers.

+ NetAF.Rendering

Declaration

[\(NetAF.Rendering.html\)](#)

- [NetAF.Rendering.Frame](#)

Builders

Properties

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

Get [\(NetAF.Rendering.FrameBuilder\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

LeftBoundaryCharacter

[\(NetAF.Rendering.FrameBuilder\)](#)

Get [\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	

(NetAF.Conversations.Instruct

LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public string LineTerminator { get; set; }
```

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

RightBoundaryCharacter

(NetAF.Logic.Modes.html)

Get or set the character used for right boundary.

NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

```
public char RightBoundaryCharacter { get; set; }
```

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

- NetAF.Rendering.Frame

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

DrawBoundaryBuilder

(NetAF.Rendering.FrameBuilders.IFrameBuilder.html)

Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

Methods

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) instructions	color	The color to draw the boundary.

(NetAF.Conversations.Instruct

NetAF.Extensions

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(NetAF.Extensions.html)

Draw a wrapped string.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ [NetAF.Logic](#) DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
(NetAF.Logic.html))
int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Logic.Callbacks

Parameters

(NetAF.Logic.Callbacks.html)

Type	Name	Description
+ NetAF.Logic.Configuration		
string (NetAF.Logic.Configuration.html)	value	The string.
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.
+ NetAF.Persistence		
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Persistence.html)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
+ NetAF.Persistence.Json		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

+ NetAF.Rendering

DrawHorizontalDivider(int, AnsiColor)

NetAF.Rendering.Frame

Builders

Declaration

(NetAF.Rendering.FrameBuilders.html)

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Parameters

(NetAF.Rendering.FrameBuilders.F

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.C		
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

DrawUnderline(int, int, int, ConsoleColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, ConsoleColor color)
```

INSTRUCTIONS

Parameters

(NetAF.Conversations.Instruct

Type	Name	Description
+ NetAF.Extensions (NetAF.Extensions.html)	x	The position of the underline, in x.
+ NetAF.Interpretation (NetAF.Interpretation.html)	y	The position of the underline, in y.
+ NetAF.Logic (NetAF.Logic.html) (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	length	The length of the underline.
+ NetAF.Logic.Callbacks (NetAF.Logic.Callbacks.html)	color	The color of the underline.

DrawWrapped(string, int, int, ConsoleColor, out int, out int)

(NetAF.Logic.Configuration.html)

Draw a wrapped string.

+ NetAF.Logic.Modes

Declaration

(NetAF.Logic.Modes.html)

+ NetAF.Persistence
string (https://learn.microsoft.com/dotnet/api/system.string)
[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Parameters

(NetAF.Persistence.Json.html)

Type	Name	Description
+ NetAF.Rendering (NetAF.Rendering.html)	value	The string.
- NetAF.Rendering.Frame (NetAF.Rendering.Frame.html)	startX	The start x position.
- NetAF.Rendering.Frame (NetAF.Rendering.Frame.html)	startY	The start y position.
- NetAF.Rendering.FrameBuilder (NetAF.Rendering.FrameBuilder.html)	maxWidth	The max width of the string.
FrameBuilderCollection AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	color	The color to draw the text.
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.F	endY	The end y position.

Flush()

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush the buffer.

IConversationFrameBuilder

Declaration

```
public void Flush()
```

GetCellColor(int, int)

INSTRUCTIONS

Get a color for a cell.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public AnsiColor GetCellColor(int x, int y)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

(NetAF.Logic.html)

Name	Description
x	The x position of the cell.
y	The y position of the cell.

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.

(NetAF.Logic.Callbacks.html)

Returns

+ NetAF.Logic.Configuration

Type	Description
(NetAF.Logic.Configuration.html)	The cell color.

+ NetAF.Logic.Modes	The cell color.
---------------------	-----------------

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

GetCharacter(int, int)

(NetAF.Persistence.html)

Get a character from the buffer.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

```
public char GetCharacter(int x, int y)
```

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Parameters

Builders

Type	Name	Description
(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	x	The x position of the character.
(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	y	The y position of the character.

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.

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

Returns

GridStringBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)	The character.

char (https://learn.microsoft.com/dotnet/api/system.char)	The character.
--	----------------

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

GetNumberOfLines(string, int, int)

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>color</i>	The color of the character.

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder\)](#)

IConversationFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

```
public interface IAboutFrameBuilder
```

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Methods

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Build(string Game, Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

IFrame Build(string title, Game game, Size size)

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

Parameters

(NetAF.Persistence.html)

Type

+ **NetAF.Persistence.Json**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.Json.html)

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Rendering**

Size ([NetAF.Assets.Size.html](#))

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Returns

Builders

Type

(NetAF.Rendering.FrameBuilders.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

Name	Description
title	The title.
game	The game.
size	The size of the frame.

NetAF.Rendering.FrameBuilders

Type

(NetAF.Rendering.FrameBuilders.html)

IFrameBuilderCollection ([NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html](#))

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

INSTRUCTIONS

(NetAF.Conversations.Instruct)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface ICompletionFrameBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(string, string, Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

```
IFrame Build(string message, string reason, Size size)
```

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.Json.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering

Size (NetAF.Assets.Size.html)

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Returns

Builders

Type

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

Description

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface IConversationFrameBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(string, IConverser, CommandHelp[], Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, Size size)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

Type	Name	Description
IConverser	converser	The converser.
CommandHelp	contextualCommands	The contextual commands to display.
Size	size	The size of the frame.

Returns GridStringBuilder

Type

AboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

Description

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Instructions

(NetAF.Conversations.Instruct)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface IGameOverFrameBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(string, string, Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

IFrame Build(string message, string reason, Size size)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.Json.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering

Size (<https://learn.microsoft.com/dotnet/api/system.size>)

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Returns

Builders

Type

(NetAF.Rendering.FrameBuilder)

Description

IFrame (<https://learn.microsoft.com/dotnet/api/system.size>)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Instructions

(NetAF.Conversations.Instruct)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

public interface IHelpFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(string, string, CommandHelp[], Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

IFrame Build(string title, string description, CommandHelp[] commandHelp, Size size)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.Json.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

Returns

(NetAF.Rendering.FrameBuilder)

Type

FrameBuilderCollection

Description

IFrame (NetAF.Rendering.Frames.IFrame.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Interface IReactionFrameBuilder

Represents any object that can build reaction frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
IReactionFrameBuilder
([NetAF.Conversations.Instruct](#))

Syntax

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

```
public interface IReactionFrameBuilder
```

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Methods

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

Build(string, string, Size)
([NetAF.Logic.Callbacks.html](#))

Build a frame

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

Declaration

+ **NetAF.Logic.Modes**

IFrame Build(string title, string message, Size size)
([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

Parameters

([NetAF.Persistence.html](#))

Type

+ **NetAF.Persistence.Json**

string (<https://learn.microsoft.com/dotnet/api/system.string>)
([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Rendering**

Size ([NetAF.Size.html](#))

([NetAF.Rendering.html](#))

NetAF.Rendering.Frame

Returns

Builders

Type

([NetAF.Rendering.FrameBuilder.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Description

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Instructions

(NetAF.Conversations.Instruct)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface IRegionMapBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

BuildRegionMap(Region, Point2D, Point3D, Size)

(NetAF.Logic.Callbacks.html)

Build a map of a region.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

void BuildRegionMap(Region region, Point2D startPosition, Point3D focusPosition, Size maxSize)

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

+ Type	Name	Description
+ Type NetAF.Persistence.Json		
(NetAF.Persistence.Json.html)		
Region	region	The region.
+ Type NetAF.Resources.Region		
(NetAF.Resources.Region.html)		
Point2D (NetAF.Resources.Point2D.html)	startPosition	The position to start building at.
- Type NetAF.Rendering.Frame		
(NetAF.Rendering.Frame.html)		
- Type NetAF.Rendering.FrameBuilders		
Size (NetAF.Resources.Size.html)	focusPosition	The position to focus on.
(NetAF.Rendering.FrameBuilders.html)		
FrameBuilderCollection	maxSize	The maximum size available in which to build the map.

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface IRegionMapFrameBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(Region, Point3D, CommandHelp[], Size)

(NetAF.Logic.Callbacks.html)

Build a frame

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

IFrame Build(Region region, Point3D focusPosition, CommandHelp[] contextualCommands, Size size)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

+ NetAF.Rendering

Point3D (NetAF.Assets.Point3D.html)

(NetAF.Rendering.html)

focusPosition

The position to focus on.

- NetAF.Rendering.Frame

(NetAF.Commands.CommandHelp.html)

contextualCommands

The contextual commands to display.

Builders

(NetAF.Rendering.FrameBuilders.html)

Size (NetAF.Assets.Size.html)

size

The size of the frame.

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Returns

FrameBuilderCollections

Type (NetAF.Rendering.FrameBuilders.F

Description

GridStringBuilder

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

AssemblyInfo.cs

Syntax

Syntax + NetAE Extensions

(NetAEExtensions.htm)

• public interface IRoomMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

+ NetAE.Logic.Callbacks

BuildRoomMap(Room, ViewPoint, KeyType, Point2D, out int, out int)
(NetAF.Logic.Callbacks.html)

Build a map for a room

▷ (NetAEI) Logic Configuration

Durchwahl

+ NetAF.Logic.Modes

(NetAFLogic.Modes.html)

+ NetAF.Persistence

(NetAF Persistence.html)

Name	Description
(NetAF.Persistence.Json.html) Room (NetAF.Assets.Locations.Room.html)	<i>room</i> The room.
+ NetAF.Rendering ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>viewPoint</i> The viewpoint from the room.
- NetAF.Rendering.html KeyType (NetAF.Rendering.KeyType.html)	<i>key</i> The key type.
- NetAF.Rendering.Frame Builders Point2D (NetAF.Assets.Point2D.html)	<i>startPosition</i> The position to start building at.
int (NetAF.Rendering.FrameBuilder) (api/system.int32)	<i>endX</i> The end position, x.
int (FrameBuilderCollection) (api/system.int32)	<i>endY</i> The end position, x.

(NETMF.Rendering.Frame FrameBuilderCollection)

NameBuilderCollections
(NetAE Rendering FrameBuilders E)

(`NetAI.Rendering.GridStringBuilder`)

EndStringBuilder (NetAE Rendering FrameBuilders 6)

AboutFrameBuilder

Abstract FrameBuilder

|CompletionFrameRate

CompletionFrameBuilder
(NetAE Rendering FrameBuilders)

(NewRenderingFrameBuilder
|ConversationFrameBuilder

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Instructions

(NetAF.Conversations.Instruct)

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public interface ISceneFrameBuilder
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Methods

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, CommandHelp[] contextualCommands, KeyType keyType, Size size)

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

Specify the Room.

+ NetAF.Rendering

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Rendering.html)

viewPoint

Specify the viewpoint from the room.

- NetAF.Rendering.Frame

(NetAF.Renderers.Characters.PlayableCharacter.html)

(NetAF.Rendering.FrameBuilders.html)

player

Specify the player.

+ NetAF.Rendering.FrameBuilders

CommandHelp

(NetAF.Rendering.FrameBuilders.CommandHelp.html)

+ NetAF.Rendering.FrameBuilders.Collections

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

+ NetAF.Rendering.FrameBuilders.KeyType

KeyType (NetAF.Rendering.KeyType.html)

(NetAF.Rendering.FrameBuilders.KeyType.html)

contextualCommands

The contextual commands to display.

+ NetAF.Rendering.FrameBuilders.Size

Size (NetAF.Assets.Size.html)

(NetAF.Rendering.FrameBuilders.Size.html)

keyType

The type of key to use.

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame

(NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

Description

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html)

```
public interface ITitleFrameBuilder
```

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Methods

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Build(string, string, Size)

(NetAF.Logic.Callbacks.html)

Build a frame.

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)

Declaration

+ **NetAF.Logic.Modes**

ITitleFrameBuilder Build(string title, string description, Size size)

(NetAF.Logic.Modes.html)

+ **NetAF.Persistence**

Parameters

(NetAF.Persistence.html)

Type

+ **NetAF.Persistence.Json**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.Json.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Rendering**

Size (<https://learn.microsoft.com/dotnet/api/system.size>)

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Returns

Builders

Type

(NetAF.Rendering.FrameBuilders.html)

IFrame (<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html>)

FrameBuilders

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

Class SceneHelper

Provides helper functionality for scenes.

Filter by title

Inheritance

INHERITANCE

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [SceneHelper](#)

+ NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Interpretation

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Logic

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic.Configuration

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

[\(NetAF.Logic.Configuration.html\)](#)

Assembly: NetAF.dll

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

public static class SceneHelper
+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Methods

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

`CreateNPCString(Room)`

- NetAF.Rendering.Frame

Create a description of the NPC's as a string.

Builders

Declaration:

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection
public static string CreateNPCString(Room room)
(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Parameters:

GridStringBuilder

Type
(NetAF.Rendering.FrameBuilders.C

Room
(NetAF.AssemblyLocations.Room.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Returns:

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Type	Name	Description
(NetAF.Rendering.FrameBuilders.I	room	The room.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The characters, as a string.

CreateViewpointAsString(Room, ViewPoint)

Create a view point string.

(NetAF.Conversations.Instruct
Declaration

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Parameters
[\(NetAF.Interpretation.html\)](#)

Type

+ **NetAF.Logic**

[Room \(NetAF.Assets.Locations.Room.html\)](#)

Name

Description

room

The room.

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

Returns

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The view point, as a string.

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

Namespace NetAF.Rendering.FrameBuilders.Console

▼ Filter by title

Classes

Instructions

(NetAF.Conversations.Instruct)

ConsoleAboutFrameBuilder

(NetAF.Extensions
(NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html)
(NetAF.Extensions.html))

Provides a builder of console about frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ConsoleCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleCompletionFrameBuilder.html)

(NetAF.Logic.html)

Provides a builder of completion frames.

+ NetAF.Logic.Callbacks

ConsoleConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleConversationFrameBuilder.html)
↳ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Provides a builder of conversation frames.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleGameOverFrameBuilder.html)

(NetAF.Persistence.html)

Provides a builder of game over frames.

+ NetAF.Persistence.Json

ConsoleHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleHelpFrameBuilder.html)

+ NetAF.Rendering

Provides a builder of help frames.

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

ConsoleReactionFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleReactionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders)

Provides a builder of reaction frames.

- NetAF.Rendering.Frame

Builders.Console

ConsoleRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html)

AnsiColor

Provides a builder for region maps.

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

ConsoleRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html)

Builder

Provides a builder of region map frames.

(NetAF.Rendering.FrameBuilders.C

ConsoleRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html)

Provides a room map builder.

ConsoleSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleSceneFrameBuilder.html)

Provides a builder for scene frames.

(NetAF.Conversations.InstructionFrameBuilder.html)

ConsoleTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleTitleFrameBuilder.html)

Provides a builder of title frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enums

+ NetAF.Logic

(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Callbacks

Enumeration of ANSI colors.

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

(NetAF.Conversations.Instruct
Assembly: NetAF.dll

\$NetAF.Extensions

(NetAF.Extensions.html)

public enum AnsiColor

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

Name

(NetAF.Logic.Callbacks.html)

Black

Description

Black (30).

+ NetAF.Logic.Configuration

Bright

(NetAF.Logic.Configuration.html)

Blue (34).

BrightBlack

+ NetAF.Logic.Modes

BrightBlue

(NetAF.Logic.Modes.html)

Bright black (90).

Bright blue (94).

+ NetAF.Persistence

BrightCyan

(NetAF.Persistence.html)

Bright cyan (96).

BrightGreen

(NetAF.Persistence.Json.html)

Bright green (92).

+ NetAF.Persistence.Json

BrightMagenta

(NetAF.Persistence.Json.html)

Bright magenta (95).

BrightRed

Bright red (91).

+ NetAF.Rendering

BrightWhite

(NetAF.Rendering.html)

Bright white (97).

+ NetAF.Rendering.Frame

Cyan

(NetAF.Rendering.FrameBuilders.html)

Cyan (36).

Green

(NetAF.Rendering.FrameBuilders.html)

Green (32).

- NetAF.Rendering.Frame

Builders.Console

Red

(NetAF.Rendering.FrameBuilders.html)

Magenta (35).

Red (31).

Reset

Reset (0).

AnsiColor

White

(NetAF.Rendering.FrameBuilders.html)

White (37).

ConsoleAboutFrameBuilder

Yellow

(NetAF.Rendering.FrameBuilders.html)

Yellow (33).

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.html)

▼

INSTRUCTIONS

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.C

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

Properties

AuthorColor

Get or set the author color.



Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor AuthorColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic

(NetAF.Logic.html)

BackgroundColor

+ NetAF.Logic.Callbacks

Get or set the background color.

(NetAF.Logic.Callbacks.html)

Declarative Logic Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

BorderColor

(NetAF.Rendering.html)

Get or set the border color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

```
public AnsiColor BorderColor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Type

AnsiColor

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Get (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

DescriptionColor

Builder

Get (NetAF.Rendering.FrameBuilders.DescriptionColorBuilder.html)

Description

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Get or set the name color.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) NameColor { get; set; }

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Type

+ NetAF.Logic.Configuration

AnsiColor (NetAF.Logic.Configuration.html) (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

TitleColor

+ NetAF.Persistence

Get or set the title color.

[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
public AnsiColor TitleColor { get; set; }
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

- NetAF.Rendering.Frame

[Builders.Console](#)

Methods

NetAF.Rendering.FrameBuilders.Console

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

Build a frame.

[ConsoleCompletionFrame](#)

Declaration

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

```
public IFrame Build(string title, Game game, Size size)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Instructions	title	The title.
Game (NetAF.Game.html) (NetAF.Conversations.Instruct	game	The game.
Size (NetAF.Assets.Size.html) + NetAF.Extensions	size	The size of the frame.

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

Properties

BackgroundColor

Get or set the background color.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Extensions

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

Properties

(NetAF.Logic.Callbacks.html)

Declarations

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

DescriptionColor

(NetAF.Rendering.html)

Get or set the description color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

```
public AnsiColor DescriptionColor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Type

AnsiColor

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Get (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

TitleColor

Builder

Get (NetAF.Rendering.FrameBuilders.TitleFrameBuilder.html)

Description

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, Size)

+ NetAF.Logic

(NetAF.Logic.html)

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public IFrame Build(string message, string reason, Size size)
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

+ NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

+ NetAF.Rendering

Type

(NetAF.Rendering.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Rendering.Frame

Builders

NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Builders.Console

(NetAF.Rendering.FrameBuilders.C

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.



Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor Backgroundcolor { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

Get or set the border color.

(NetAF.Logic.Callbacks.html)

Declarative Logic Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

InputColor

(NetAF.Rendering.html)

Get or set the input color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder.html)

```
public AnsiColor Inputcolor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

Type

AnsiColor

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrameBuilder

NonPlayerMessageColor

Builder

Get or set the non-player message color.

(NetAF.Rendering.FrameBuilders.ConsoleNonPlayerMessageColorBuilder.html)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct)	

+ NetAF.Extensions

[PlayerMessageColor.html](#)

+ NetAF.Interpretation

Get or set the player message color.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) PlayerMessageColor { get; set; }

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Type

+ NetAF.Logic.Configuration

AnsiColor (NetAF.Logic.Configuration.html) (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

ResponseColor

+ NetAF.Persistence

Get or set the response color.

[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
public AnsiColor ResponseColor { get; set; }
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

Type

+ NetAF.Rendering.Frame

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.html)

[\(NetAF.Rendering.FrameBuilders\)](#)

- NetAF.Rendering.Frame

Builders.Console

TitleColor

[\(NetAF.Rendering.FrameBuilders\)](#)

Get or set the title color.

AnsiColor

Declaration

ConsoleAboutFrameBuilder

ConsoleCompletionFrame

ConsoleFrameBuilder

ConsoleFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders\)](#)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

INSTRUCTIONS

(NetAF.Conversations.Instruct
Build(string, IConverser, CommandHelp[], Size)

+ NetAF.Extensions

Build a frame

(NetAF.Extensions.html)

DECLARATION

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm

+ NetAF.Logic size)

(NetAF.Logic.html)

PARAMETERS

+ **NetAF.Logic.Callbacks**

Type	Name	Description
+ NetAF.Logic.Configuration	<i>title</i>	The title to display to the user.
(NetAF.Logic.Configuration.html)		
)		
+ NetAF.Logic.Modes		
IConverser	<i>converser</i>	The converser.
(NetAF.Logic.Modes.html)		
(NetAF.Assets.Characters.IConverser.html)		
+ NetAF.Persistence		
CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
(NetAF.Persistence.html)		
(NetAF.Commands.CommandHelp.html)		
+ NetAF.Persistence.Json		
Size (NetAF.Assets.Size.html)	<i>size</i>	The size of the frame.

+ **NetAF.Rendering**

Returns

(NetAF.Rendering.html)

Type	Description
+ NetAF.Rendering.FrameBuilders	

(NetAF.Rendering.FrameBuilders.html)

IMPLEMENTATIONS

Builders.Console

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

Class ConsoleGameOverFrameBuilder

Provides a builder of game over frames.

Filter by title

Inheritance

INHERITANCE

↳ [Object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [ConsoleGameOverFrameBuilder](#)

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

[IGameOverFrameBuilder \(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

+ NetAF.Interpretation

Inherited Members

[\(NetAF.Interpretation.html\)](#)

[object.Equals\(object\) \(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

[object.Equals\(object, object\) \(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](#)

+ NetAF.Logic.Callbacks

[object.GetHashCode\(\) \(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#)

[\(NetAF.Logic.Callbacks.html\)](#)

[object.GetType\(\) \(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#)

+ NetAF.Logic.Configuration

[object.ToString\(\) \(https://learn.microsoft.com/dotnet/api/system.object.tostring\)](#)

[\(NetAF.Logic.Configuration.html\)](#)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Syntax

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

`public sealed class ConsoleGameOverFrameBuilder : IGameOverFrameBuilder`

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

CONSTRUCTORS

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

ConsoleGameOverFrameBuilder(GridStringBuilder)

Builders

Provides a builder of game over frames.

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration

- NetAF.Rendering.Frame

Builders.Console

`public ConsoleGameOverFrameBuilder(GridStringBuilder gridStringBuilder)`

[\(NetAF.Rendering.FrameBuilders.html\)](#)

AnsiColor

[Parameters \(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Type [ConsoleAboutFrameBuilder \(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

GridStringBuilder [GridStringBuilder \(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ConsoleCompletionFrame [ConsoleCompletionFrame \(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html\)](#)

Builder [Builder \(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Type	Name	Description
ConsoleAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)	<code>gridStringBuilder</code>	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Extensions

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

Properties

(NetAF.Logic.Callbacks.html)

Declarations

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

DescriptionColor

(NetAF.Rendering.html)

Get or set the description color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

```
public AnsiColor DescriptionColor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Type

AnsiColor

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Get (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

TitleColor

Builder

Get (NetAF.Rendering.FrameBuilders.TitleColorBuilder.html)

Description

Description

Description

Declaration

```
public ConsoleColor TitleColor { get; set; }
```

Property Value

Type	Description
An ConsoleColor (NetAF.Rendering.FrameBuilders.Console.An ConsoleColor.html) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Build(string, string, Size)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Delegates

[\(NetAF.Logic.Callbacks.html\)](#)

public IFrame Build(string message, string reason, Size size)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Parameters

+ NetAF.Logic.Modes

Type

[\(NetAF.Logic.Modes.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Persistence.html\)](#)

Size ([\(NetAF.Assets.Size.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Returns

+ NetAF.Rendering

Type

[\(NetAF.Rendering.html\)](#)

IFrame ([\(NetAF.Rendering.Frames.IFrame.html\)](#)

+ NetAF.Rendering.Frame

Builders

Implementation

NetAF.Rendering.Frame

IGameOverFrameBuilder ([\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

An ConsoleColor

[\(NetAF.Rendering.FrameBuilders.Console.An ConsoleColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

Properties

BackgroundColor

Get or set the background color.



Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor Backgroundcolor { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

DeclarativeLogic.Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ConsoleColor

(NetAF.Rendering.html)

Get or set the command color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder.html)

```
public AnsiColor Commandcolor { get; set; }
```

- NetAF.Rendering.Frame

Builders Console

(NetAF.Rendering.FrameBuilder.html)

Type

AnsiColor

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Get ([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html](#))

CommandDescriptionColor

Builder

Get ([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

Description

Description

Description

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct)	

+ NetAF.Extensions

[Description](#) (NetAF.Extensions.html)

+ NetAF.Interpretation

Get or set the description color.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) DescriptionColor { get; set; }

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Type

+ NetAF.Logic.Configuration

AnsiColor (NetAF.Logic.Configuration.html) (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

TitleColor

+ NetAF.Persistence

Get or set the title color.

[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
public AnsiColor TitleColor { get; set; }
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

- NetAF.Rendering.Frame

[Builders.Console](#)

Methods

NetAF.Rendering.FrameBuilders

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Build(string, string, CommandHelp[], Size)

ConsoleAboutFrameBuilder

Build a frame.

ConsoleCompletionFrame

Declaration

Builder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, Size size)
```

Parameters

Type	Name	Description
string https://learn.microsoft.com/dotnet/api/system.string (NetAF.Conversations.Instruct	<i>title</i>	The title.
string https://learn.microsoft.com/dotnet/api/system.string	<i>description</i>	The description.
+ NetAF.Extensions CommandHelp (NetAF.Commands.CommandHelp.html) (NetAF.Extensions.html)	<i>commandHelp</i>	The command help.
Size (NetAF.Assets.Size.html) + NetAF.Interpretation (NetAF.Interpretation.html)	<i>size</i>	The size of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Implements

+ NetAF.Logic.Configuration

IHelpFrameBuilder (NetAF.Logic.Configuration.html) FrameBuilders.IHelpFrameBuilder.html

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

Properties

BackgroundColor

Get or set the background color.



Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor Backgroundcolor { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

MessageColor

(NetAF.Rendering.html)

Get or set the message color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

```
public AnsiColor Messagecolor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Type

AnsiColor

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

Get [\(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html\)](#)

TitleColor

Builder

Get [\(NetAF.Rendering.FrameBuilders.TitleColorBuilder.html\)](#)

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, Size)

+ NetAF.Logic

(NetAF.Logic.html)

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public IFrame Build(string title, string message, Size size)
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

+ NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

+ NetAF.Rendering

Type

(NetAF.Rendering.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Rendering.Frame

Builders

NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

IReactionFrameBuilder (NetAF.Rendering.FrameBuilders.IReactionFrameBuilder.html)

Builders.Console

NetAF.Rendering.FrameBuilders.Console

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

Description

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

▼

Declaration

INSTRUCTIONS

(NetAF Conversations.Instruction.html)

```
public char CurrentFloorIndicator { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF Interpretation.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

EmptySpace

+ NetAF.Logic.Callbacks

Get or set the character representing an empty space.

NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

```
public char EmptySpace { get; set; }
```

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Property Value

+ NetAF.Persistence

Type

[\(NetAF.Persistence.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

FocusedBoundaryColor

[\(NetAF.Rendering.html\)](#)

Get or set the focused room boundary color.

+ NetAF.Rendering.Frame

Declaration

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public AnsiColor FocusedBoundaryColor { get; set; }
```

- NetAF.Rendering.Frame

Property Value

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type

AnsiColor

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#))

Description

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

Get [\(NetAF.Rendering.FrameBuilders.Horizontal.html\)](#) horizontal boundaries.

Declaration

```
public char HorizontalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Get or set the character used for representing a locked exit.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) LockedExit { get; set; }

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Type

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#) (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

LockedExitColor

+ NetAF.Persistence

Get or set the locked exit color.

[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
public AnsiColor LockedExitColor { get; set; }
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Description

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders Console

LowerLevel

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the character to use for lower levels.

AnsiColor

Declaration: [NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#)

ConsoleAboutFrameBuilder

```
public char LowerLevel { get; set; }
```

ConsoleCompletionFrame

Builder

Declaration: [NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#)

ConsoleCompletionFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LowerLevelColor

Get or set the lower level color.

(NetAF.Conversations.Instruct
Declaration

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Property Value
[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Player

+ NetAF.Logic.Configuration

Get or set the character to use for indicating the player.

[\(NetAF.Logic.Configuration.html\)](#)

Declaration

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

public char Player { get; set; }

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

PlayerColor

+ NetAF.Rendering.Frame

Builders

Get or set the player color.

[\(NetAF.Rendering.FrameBuilders](#)

Declaration

- NetAF.Rendering.Frame

Builders.Console PlayerColor { get; set; }

[\(NetAF.Rendering.FrameBuilders](#)

Props

Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

Type	Description
ConsoleAboutFrameBuilder	

Type	Description
ConsoleCompletionFrameBuilder	

ShowLowerFloors

Get or set if lower floors should be shown.

Declaration

```
public bool ShowLowerFloors { get; set; }
```

INSTRUCTIONS

Property Value
[\(NetAF.Conversations.Instruct.html\)](#)

Type
+ [NetAF.Extensions](#)

b (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

[UnLockedExit](#)

+ [NetAF.Logic](#)

Get or set the character used for representing an unlocked exit.

Declaration

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

public char UnLockedExit { get; set; }

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

Property Value

+ Type
+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

[UnvisitedBoundaryColor](#)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Get or set the unvisited room boundary color.

+ [NetAF.Rendering](#)

Declaration

([NetAF.Rendering.html](#))

public AnsiColor UnvisitedBoundaryColor { get; set; }

+ [NetAF.Rendering.Frame](#)

Builders

Property Value

+ Type
+ [NetAF.Rendering.FrameBuilder](#)

- [NetAF.Rendering.Frame](#)

Builders
Console

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

Description

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

AnsiColor

[VerticalBoundary](#)

([NetAF.Rendering.FrameBuilders.VerticalBoundary.html](#))

ConsoleAboutFrameBuilder

Get or set the character to use for vertical boundaries.

([NetAF.Rendering.FrameBuilders.VerticalBoundary.html](#))

ConsoleCompletionFrame

Declaration

Builder

([NetAF.Rendering.FrameBuilders.CompletionFrame.html](#))

```
public char VerticalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	

(NetAF.Conversations.Instruct

NetAF.Extensions

VisitedBoundaryColor

(NetAF.Extensions.html)

Get or set the visited room boundary color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public ConsoleColor VisitedBoundaryColor { get; set; }
```

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

Type	Description
+ NetAF.Logic.Configuration AnsiColor (ConsoleBuilders.Console.AnsiColor.html) (NetAF.Logic.Configuration.html)	

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Methods

+ NetAF.Persistence

(NetAF.Persistence.html)

BuildRegionMap(Region, Point2D, Point3D, Size)

+ NetAF.Persistence.Json

Build a map of a region

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public void BuildRegionMap(Region region, Point2D startPosition, Point3D focusPosition, Size maxSize);
```

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

Type	Name	Description
- NetAF.Rendering.Frame		
Builders.Console	Region	The region.
(NetAF.Assets.Locations.Region.html)	region	
AnsiColor	Point2D	The position to start building at.
(NetAF.Assets.Point2D.html)	(NetAF.Rendering.FrameBuilders.ConsoleBuilder)	
Point3D	Point3D	The position to focus on.
(NetAF.Assets.Point3D.html)	ConsoleFocusPointBuilder	
Size	Size	The maximum size available in which to build the map.
(NetAF.Assets.Size.html)	ConsoleCompletionFrameBuilder	
Builder	maxSize	
(NetAF.Rendering.FrameBuilders.ConsoleBuilder)		

Implements

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

▼

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.C

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

(NetAF.Conversations.Instruct

+ NetAF.Extensions

BackgroundColor

(NetAF.Extensions.html)

Get or set the background color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public AnsiColor BackgroundColor { get; set; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

BorderColor

(NetAF.Logic.Modes.html)

Get or set the border color.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public AnsiColor BorderColor { get; set; }

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

CommandsColor

Builders.Console

Get or set the commands color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public AnsiColor CommandsColor { get; set; }

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Property Value

Builder

(NetAF.Rendering.FrameBuilders.C

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

InputColor

Get or set the input color.

(NetAF.Conversations.Instruct Declaration)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value (NetAF.Interpretation.html)

Type

+ NetAF.Logic

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

TitleColor

+ NetAF.Logic.Configuration

Get or set the title color.

(NetAF.Logic.Configuration.html)

Declaration

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

public AnsiColor TitleColor { get; set; }

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Methods

Builders

(NetAF.Rendering.FrameBuilders.html)

Build(Region, Point3D, CommandHelp[], Size)

- NetAF.Rendering.FrameBuilders.Console

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Parameters

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	<i>region</i>	The region.
Point3D (NetAF.Assets.Point3D.html)	<i>focusPosition</i>	The position to focus on.
CommandHelp (NetAF.Commands.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
Instructions		
(NetAF Conversations.Instruction.html)	<i>size</i>	The size of the frame.

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

+ NetAF.Interpretation

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

Properties

BoundaryColor

Get or set the room boundary color.

Declaration

INSTRUCTIONS

([NetAF Conversations Instruct](#))

```
public AnsiColor BoundaryColor { get; set; }
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF Interpretation.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Corner

+ NetAF.Logic.Callbacks

Get or set the corner character.

([NetAF.Logic.Callbacks.html](#))

- NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

```
public char Corner { get; set; }
```

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

Property Value

+ NetAF.Persistence

Type

([NetAF.Persistence.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

HorizontalBoundary

([NetAF.Rendering.html](#))

Get or set the character to use for horizontal boundaries.

+ NetAF.Rendering.Frame

Declaration

Builders

([NetAF.Rendering.FrameBuilders](#))

```
public char HorizontalBoundary { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilders](#))

Type

AnsiColor

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.FrameBuilders](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ConsoleCompletionFrame

Builder

Get ([NetAF.Rendering.FrameBuilders](#)) horizontal exit borders.

Description

Description

Description

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

ItemOrCharacterColor

+ NetAF.Interpretation

Get or set the item or character color.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) ItemOrCharacterColor { get; set; }

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ Type

NetAF.Logic.Configuration

A ([NetAF.Logic.Configuration.html](#)) Builders.Console.AnsiColor.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

ItemOrCharacterInRoom

+ NetAF.Persistence

Get or set the character used for representing there is an item or a character in the room.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

```
public char ItemOrCharacterInRoom { get; set; }
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Rendering.FrameBuilder

- NetAF.Rendering.Frame

Builders.Console

KeyPadding

(NetAF.Rendering.FrameBuilder

Get or set the padding between the key and the map.

AnsiColor

Declaration

[NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

Property Value

(NetAF.Rendering.FrameBuilders.C

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

LockedExit

Get or set the character used for representing a locked exit.

(NetAF.Conversations.Instruct
Declaration

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#) public char LockedExit { get; set; }

+ NetAF.Interpretation

Property Value
[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

[\(NetAF.Logic.html\)](#) char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

LockedExitColor

+ NetAF.Logic.Configuration

Get or set the locked exit color.
[\(NetAF.Logic.Configuration.html\)](#)

Declaration

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#) public AnsiColor LockedExitColor { get; set; }

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#))

Description

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

UnvisitedExitColor

+ NetAF.Rendering.Frame

Builders

Get or set the unvisited exit color.

(NetAF.Rendering.FrameBuilder
Declaration

- NetAF.Rendering.Frame

[Builders.Console](#) UnvisitedExitColor { get; set; }

[\(NetAF.Rendering.FrameBuilder](#)

Properties

[Value](#) ([\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

Description

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#))

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

INSTRUCTIONS

Property Value
[\(NetAF.Conversations.Instruction.html\)](#)

Type
+ [NetAF.Extensions](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

VerticalExitBorder

+ [NetAF.Logic](#)

Get or set the character to use for vertical exit borders.

Declaration

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

```
public char VerticalExitBorder { get; set; }
```

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

Property Value

+ Type
+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

VisitedExitColor

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

Get or set the visited exit color.

+ [NetAF.Rendering](#)

Declaration

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders

Property Value

+ [NetAF.Rendering.FrameBuilder](#)

Type

- [NetAF.Rendering.Frame](#)

Builders Console

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

+ [NetAF.Rendering.FrameBuilder](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

Methods

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

BuildRoomMap(Room, ViewPoint, KeyType, Point2D, out int, out int)

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html\)](#)

Build a map for a room.

Declaration

```
public void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, Point2D startPosition, out int endX, out int endY)
```



Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) (NetAF.Extensions.html)	room	The room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html) (NetAF.Interpretation.html)	key	The key type.
Point2D (NetAF.Assets.Point2D.html)	startPosition	The start position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.html)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Logic.Callbacks (NetAF.Logic.Callbacks.html)	endY	The end position, x.

Implements

NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
IRoomMapBuilder ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html\)](#)

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

(NetAF.Conversations.Instruct

+ NetAF.Extensions

BackgroundColor

(NetAF.Extensions.html)

Get or set the background color.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

public AnsiColor BackgroundColor { get; set; }

(NetAF.Logic.html)

Property Value

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

BorderColor

(NetAF.Logic.Modes.html)

Get or set the border color.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public AnsiColor BorderColor { get; set; }

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

CommandsColor

Builders.Console

Get or set the commands color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public AnsiColor CommandsColor { get; set; }

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Property Value

Builder

(NetAF.Rendering.FrameBuilders.C

Methods

Build(Room, ViewPoint, PlayableCharacter, CommandHelp[], KeyType, Size)

Build a frame.



Declaration

INSTRUCTIONS

(NetAF.Conversations.Instruct)

```
PUBLIC IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, Comman  
dHelp[] contextualCommands, KeyType keyType, Size size)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

Specify the Room.

+ NetAF.Logic

ViewPoint (NetAF.Logic.HTML).Locations.ViewPoint.html)

viewPoint

Specify the viewpoint from the room.

+ NetAF.Logic.Callbacks

PlayableCharacter

(NetAF.Logic.Callbacks.html)

(NetAF.Assets.Characters.PlayableCharacter.html)

player

Specify the player.

+ NetAF.Logic.Configuration

CommandHelp

(NetAF.Logic.Configuration.html)

(NetAF.Commands.CommandHelp.html)

contextualCommands

The contextual commands to display.

+ NetAF.Logic.Modes

KeyType (NetAF.Rendering.KeyType.html)

keyType

The type of key to use.

+ NetAF.Persistence

Size (NetAF.Assets.Size.html)

size

The size of the frame.

(NetAF.Persistence.html)

Returns

+ NetAF.Persistence.Json

Type

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

(NetAF.Rendering.html)

IMPLEMENTED IN

Builders

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

Properties

BackgroundColor

Get or set the background color.



Declaration

Instructions

(NetAF.Conversations.Instruction.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Logic.Callbacks

Get [\(NetAF.Logic.Callbacks.html\)](#)

NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Property Value

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

DescriptionColor

(NetAF.Rendering.html)

Get or set the description color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilders.html)

```
public AnsiColor DescriptionColor { get; set; }
```

- NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

Type

AnsiColor

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

Get [\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html\)](#)

TitleColor

Builder

Get [\(NetAF.Rendering.FrameBuilders.TitleFrameBuilder.html\)](#)

Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)	

Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.TitleFrameBuilder.html)	

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, Size)

+ NetAF.Logic

(NetAF.Logic.html)

NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public IFrame Build(string title, string description, Size size)
```

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Parameters

+ NetAF.Logic.Modes

Type

(NetAF.Logic.Modes.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

+ NetAF.Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Persistence.html)

description

The description.

Size (NetAF.Assets.Size.html)

size

The size of the frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

+ NetAF.Rendering

Type

(NetAF.Rendering.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

+ NetAF.Rendering.Frame

Builders

NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

TitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Builders.Console

(NetAF.Rendering.FrameBuilders.C

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html) (NetAF.Commands.RegionMap)

Provides a grid based frame for displaying a command based interface.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Interfaces

+ NetAF.Conversations

(NetAF.Conversations.html) IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Conversations

Represents any object that is a frame that can display a command based interface.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Region](#)

Implements

IFrame ([NetAF.Commands.RegionFrame.html](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.html](#))

Instructions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instruct.html](#))

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

+ [NetAF.Extensions](#)

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ [NetAF.Interpretation](#)

public sealed class GridTextFrame : IFrame

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Constructors

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

+ [NetAF.Logic.Configuration](#)

Provides a grid based frame for displaying a command based interface.

([NetAF.Logic.Configuration.html](#))

Declaration

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, ConsoleColor foregroundColor)

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Parameters

+ [NetAF.Persistence.Json](#)

T([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ [NetAF.Rendering.Frame](#)

Builders

Name	Description
builder	The builder that creates the frame.
cursorLeft	The cursor left position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

(NetAF.Commands.Persistence)

Properties

+ NetAF.Commands.Region

Map

BackgroundColors.RegionMap

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Property Value

Instructions

Type (NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

CursorLeft

(NetAF.Interpretation.html)

Get the cursor left position.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

public int CursorLeft { get; }

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Property Value (NetAF.Logic.Configuration.html)

Type

+ NetAF.Logic.Modes

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

C (NetAF.Persistence.html)

+ NetAF.Persistence.Json

Get the cursor top position. (NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

get; }

+ NetAF.Rendering.Frame

Builders

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

ShowCursor

([NetAF.Commands.Persistence.html](#))
Get or set if the cursor should be shown.

+ NetAF.Commands.Region

Declaration

Map

([NetAF.Commands.RegionMap.html](#)) `get; set;`

+ NetAF.Commands.Scene

Properties

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))

Methods

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Render(IFramePresenter)

+ NetAF.Interpretation

Render this frame on a presenter.

([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

([NetAF.Logic.html](#))

public void Render(IFramePresenter presenter)

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

Parameters

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Name	Description
presenter	The presenter.

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

ToString()

([NetAF.Persistence.html](#))

Returns a string that represents the current object.

+ NetAF.Persistence.Json

Declaration

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Returns

+ NetAF.Rendering.Frame

([NetAF.Rendering.Frame.html](#))

Builders

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides

[object.ToString\(\) \(<https://learn.microsoft.com/dotnet/api/system.object.tostring>\)](#)

Implements

([NetAF.Commands.Persistence](#))

+ [Frame \(\[NetAF.Commands.Frames.Frame.html\]\(#\)\)](#)

Map

([NetAF.Commands.RegionMap](#))

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

([NetAF.Rendering.FrameBuilders](#))

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Region

Map

public interface IFrame
(NetAF.Commands.RegionMap)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Properties

(NetAF.Conversations.html)

CursorLeft

Instructions

Get the cursor left position.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

int CursorLeft { get; }

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

(NetAF.Logic.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

CursorTop

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Get the cursor top position.

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

int CursorTop { get; }

+ NetAF.Persistence

(NetAF.Persistence.html)

Property Value

+ NetAF.Persistence.Json

Type

(NetAF.Persistence.Json.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Get or set if the cursor should be shown.

Declaration

```
bool ShowCursor { get; set; }
```



Property Value

Type	Description
NetAF.Commands.Persistence http://www.mono-project.com/api/system.boolean	

+ [NetAF.Commands.Region](#)

Map

[\(NetAF.Commands.RegionMap\)](#)

Methods

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations](#)
Render(IFramePresenter)

[\(NetAF.Conversations.html\)](#)

Render this frame on a presenter.

+ [NetAF.Conversations.](#)

Declaration

Instructions

[\(NetAF.Conversations.Instruct\)](#)

```
void Render(IFramePresenter presenter)
```

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Parameters

+ [NetAF.Interpretation](#)

Type

[\(NetAF.Interpretation.html\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

+ [NetAF.Logic.Configuration](#)

[\(NetAF.Logic.Configuration.html\)](#)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

+ **TextWriterPresenter** ([NetAF.Rendering.Presenters.TextWriterPresenter.html](#))
[\(NetAF.Commands.RegionMap\)](#)

Represents a presenter for `TextWriter`.

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

Interfaces

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **IFramePresenter** ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ **NetAF.Conversations**

Represents an object that can render a frame.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Region

Map

public interface IFramePresenter

(NetAFCommandsRegionMap)

+ **NetAF.Commands.Scene**

(NetAFCommandsScene.html)

Methods

Conversations

(NetAFConversations.html)

Write(char) Conversations.

Instructions

Write a character.

(NetAFConversations.Instruct

Declaration

+ **NetAF.Extensions**

(NetAFExtensions.html)
void Write(char value)

+ **NetAF.Interpretation**

(NetAFInterpretation.html)

Parameters

+ **NetAF.Logic**

(NetAFLogic.html)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Name

Description

value

The character to write.

+ **NetAF.Logic.Callbacks**

(NetAFLogicCallbacks.html)

+ **NetAF.Logic.Configuration**

(NetAFLogicConfiguration.html)

Write a string.

+ **NetAF.Logic.Modes**

(NetAFLogicModes.html)

void Write(string value)

+ **NetAF.Persistence**

(NetAFPersistence.html)

Parameters

+ **NetAF.Persistence.Json**

Type **(NetAFPersistenceJson.html)**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering**

(NetAFRendering.html)

+ **NetAF.Rendering.Frame**

Builders

▼

- (NetAF.Commands.Persistence)
 - + NetAF.Commands.RegionMap
 - (NetAF.Commands.RegionMap.html)
 - + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
 - + NetAF.Conversations
 - (NetAF.Conversations.html)
 - + NetAF.Conversations.Instructions
 - (NetAF.Conversations.Instructions.html)
 - + NetAF.Extensions
 - (NetAF.Extensions.html)
 - + NetAF.Interpretation
 - (NetAF.Interpretation.html)
 - + NetAF.Logic
 - (NetAF.Logic.html)
 - + NetAF.Logic.Callbacks
 - (NetAF.Logic.Callbacks.html)
 - + NetAF.Logic.Configuration
 - (NetAF.Logic.Configuration.html)
 - + NetAF.Logic.Modes
 - (NetAF.Logic.Modes.html)
 - + NetAF.Persistence
 - (NetAF.Persistence.html)
 - + NetAF.Persistence.Json
 - (NetAF.Persistence.Json.html)
 - + NetAF.Rendering
 - (NetAF.Rendering.html)
 - + NetAF.Rendering.FrameBuilders
 - (NetAF.Rendering.FrameBuilders.html)

Class TextWriterPresenter

Represents a presenter for `TextWriter`.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Region](#)

Implements

([NetAF.Commands.RegionMap](#))

Inherited Members

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instruct](#))

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

+ [NetAF.Extensions](#)

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ [NetAF.Interpretation](#)

public sealed class `TextWriterPresenter` : IFramePresenter

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Constructors

+ [NetAF.Logic.Callbacks](#)

([NetAF.Logic.Callbacks.html](#))

`TextWriterPresenter(TextWriter)`

+ [NetAF.Logic.Configuration](#)

Represents a presenter for `TextWriter`.

([NetAF.Logic.Configuration.html](#))

Declaration

+ [NetAF.Logic.Modes](#)

([NetAF.Logic.Modes.html](#))

public `TextWriterPresenter(TextWriter writer)`

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Parameters

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

`TextWriter` (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name	Description
<code>writer</code>	The writer.

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

Methods

ToString()

Returns a string that represents the current object.

Declaration

(**NetAF.Commands.Persistence**)
public override string ToString()

+ **NetAF.Commands.Region**

Map

Returns

(**NetAF.Commands.RegionMap**)

Type

+ **NetAF.Commands.Scene**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**NetAF.Commands.Scene.html**)

Description

A string that represents the current object.

+ **NetAF.Conversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Write(char)

(**NetAF.Conversations.Instruct**)

Write a character.

+ **NetAF.Extensions**

Declaration

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**(char value)

(**NetAF.Interpretation.html**)

Parameters

+ **NetAF.Logic**

T(**NetAF.Logic.html**)

Name

Description

+ **NetAF.Logic.Callbacks**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

value

The character to write.

(**NetAF.Logic.Callbacks.html**)

+ **NetAF.Logic.Configuration**

Write(string)

(**NetAF.Logic.Configuration.html**)

Write a string.

+ **NetAF.Logic.Modes**

(**NetAF.Logic.Modes.html**)

+ **NetAF.Persistence**

public void Write(string value)
(**NetAF.Persistence.html**)

+ **NetAF.Persistence.Json**

Parameters
(**NetAF.Persistence.Json.html**)

Type

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**NetAF.Rendering.html**)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frame**

Builders

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

- (NetAF.Commands.Persistence.html)
- + NetAF.Commands.RegionMap
(NetAF.Commands.RegionMap.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Logic.Callbacks
(NetAF.Logic.Callbacks.html)
- + NetAF.Logic.Configuration
(NetAF.Logic.Configuration.html)
- + NetAF.Logic.Modes
(NetAF.Logic.Modes.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.FrameBuilders
(NetAF.Rendering.FrameBuilders.html)

Namespace NetAF.Serialization

Classes

Filter by title

CustomCommandSerialization

(NetAF.Serialization.Registration.CommandSerialization.html)

Represents a serialization of a CustomCommand.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

GameSerialization (NetAF.Serialization.GameSerialization.html)

(NetAF.Conversations)

Represents a serialization of a Game.

(NetAF.Conversations.html)

Interfaces

Instructions

(NetAF.Conversations.Instruct

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Extensions

Represents any object that is a serialization of another object.

(NetAF.Extensions.html)

+ NetAF.Interpretation

IRestoreFromObjectSerialization<T>

(NetAF.Interpretation.html)

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Logic

Represents any object that can restore from an IObjectSerialization.

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ CustomCommandSerialization

+ **NetAF.Commands.Scene**

Implements

[\(NetAF.Commands.Scene.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<CustomCommand

([NetAF.Commands.CustomCommand.html](#))>

+ **NetAF.Conversations**

Inheritance

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[\(NetAF.Extensions.html\)](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Interpretation**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#))

+ **NetAF.Logic**

Assembly: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

+ **NetAF.Logic.Configuration**

[\(NetAF.Logic.Configuration.html\)](#)

Constructors

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

CustomCommandSerialization(CustomCommand)

+ **NetAF.Persistence**

Represents a persistence of a CustomCommand.

~~+ **NetAF.Persistence.Json**~~

[\(NetAF.Persistence.Json.html\)](#)

public CustomCommandSerialization(CustomCommand command)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Name	Description
command	The command.

+ **NetAF.Rendering.Frame**

Properties

CommandName

Get or set the command name.



Declaration

Map

```
public string CommandName { get; set; }
```

+ NetAF.Commands.Scene

Property Value

[\(NetAF.Commands.Scene.html\)](#)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

IsPlayerVisible

[\(NetAF.Conversations.Instruct.html\)](#)

Get or set if it is player visible.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

```
public bool IsPlayerVisible { get; set; }
```

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Logic.Callbacks

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Logic.Callbacks.html\)](#)

Description

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

Methods

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

Restore(CustomCommand)

+ NetAF.Persistence

Replaces the current command with the specified command.

Declaration

[\(NetAF.Persistence.Json.html\)](#)

```
public virtual void Restore(CustomCommand command)
```

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Name

Description

command

The command to restore.

+ NetAF.Rendering.Frame

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

Map

([NetAF.Commands.RegionMap.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

Map

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ GameSerialization

+ **NetAF.Commands.Scene**

Implements

[\(NetAF.Commands.Scene.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Game ([NetAF.Logic.Game.html](#))>

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#)

Namespace: [NetAF](#) ([NetAF.html](#)).[Serialization](#) ([NetAF.Serialization.html](#))

Assembly: NetAF.dll

Syntax

[\(NetAF.Logic.html\)](#)

+ **NetAF.Logic.Callbacks**

public class GameSerialization : IObjectSerialization<Game>

[\(NetAF.Logic.Callbacks.html\)](#)

+ **NetAF.Logic.Configuration**

[Configuration.html](#)

+ **NetAF.Logic.Modes**

[GameSerializationMode.html](#)

+ **NetAF.Persistence**

Represents a serialization of a Game.

[\(NetAF.Persistence.html\)](#)

Declaration

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#) game

+ **NetAF.Rendering**

Parameters

[\(NetAF.Rendering.html\)](#)

Type
+ **NetAF.Rendering.Frame**

[FrameBuilder.html](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Type	Name	Description
NetAF.Rendering.Frame	game	The game to serialize.

Properties

ActivePlayerIdentifier

Get or set the active player identifier.



Declaration

Map

```
public string ActivePlayerIdentifier { get; set; }
```

+ NetAF.Commands.Scene

Property Value

(NetAF.Commands.Scene.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

InactivePlayerLocations

(NetAF.Conversations.Instruct

Get or set the overworld serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Description

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

Overworld

Declaration

Get or set the overworld serialization.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html) Overworld { get; set; }

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Rendering.FrameBuilder)

Description

+ NetAF.Rendering.Frame

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

Map

Property Value

(NetAF.Commands.RegionMap)

Type

+ NetAF.Commands.Scene

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[]
(NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

Restore (Game)versations.Instruct

+ NetAF.Extensions

Restore an extension on this serialization.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

(NetAF.Logic.html)

Type

+ NetAF.Logic.Callbacks

Game (NetAF.Logic.Callbacks.html)

(NetAF.Logic.Callbacks.html)

Name

Description

game

The asset to restore.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Implements

+ NetAF.Logic.Modes

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

Map

Assembly: NetAF.dll

(NetAF.Commands.RegionMap)

Syntax

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name	Description
+ NetAF.Conversations.	

T **Instructions** The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(T)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

Part of (NetAF.Logic.Configuration.html)

Type	Name	Description
+ NetAF.Logic.Modes		

T (NetAF.Logic.Modes.html)

The obj to restore.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

Map

Name: NetAF.Commands.RegionMap (NetAF.Serialization.html)

Assembly: NetAF.dll

+ **NetAF.Commands.Scene**

Syntax

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

 public interface IRestoreFromObjectSerialization<in T>

 (NetAF.Conversations.html)

Type: NetAF.Conversations.

Instructions

Name	Description
(NetAF.Conversations.Instruct	

T The type of serialization that this object restores from.

+ **NetAF.Extensions**

 (NetAF.Extensions.html)

+ **NetAF.Interpretation**

Methods

 (NetAF.Interpretation.html)

+ **NetAF.Logic**

 RestoreFrom(T)

 (NetAF.Logic.html)

 Restore this object from a serialization.

+ **NetAF.Logic.Callbacks**

 (NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

 void RestoreFrom(T serialization)

 (NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

Parameters

 (NetAF.Logic.Modes.html)

Type	Name	Description

+ **NetAF.Persistence**

 T serialization

 (NetAF.Persistence.html)

 Description

+ **NetAF.Persistence.Json**

 (NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

 (NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

 (NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Namespace NetAF.Serialization.Assets

Classes

Filter by title

+ [NetAF.Conversations](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)
[\(NetAF.Conversations.Instruct\)](#)

Represents a serialization of an AttributeManager.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

AttributeSerialization ([NetAF.Serialization.Assets.AttributeSerialization.html](#))

+ [NetAF.Interpretation](#)

Represents a serialization of an Attribute.

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

[\(NetAF.Logic.html\)](#)

Represents a serialization of a Character.

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

ConversationSerialization

[\(NetAF.Serialization.Assets.ConversationSerialization.html\)](#)

[\(NetAF.Logic.Configuration.html\)](#)

Represents a serialization of a Conversation.

+ [NetAF.Logic.Modes](#)

ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

Represents a serialization of an Examinable.

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

+ [NetAF.Persistence.Json](#)

Represents a serialization of an Exit.

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

[\(NetAF.Rendering.html\)](#)

Represents a serialization of an Item.

+ [NetAF.Rendering.Frame](#)

Builders

NonPlayableCharacterSerialization

[\(NetAF.Rendering.FrameBuilder\)](#)

[\(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html\)](#)

+ [NetAF.Rendering.Frame](#)

Represents a serialization of a NonPlayableCharacter.

Builders.Console

[\(NetAF.Rendering.FrameBuilder\)](#)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

+ [NetAF.Rendering.Frames](#)

Represents a serialization of an Overworld.

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

PlayableCharacterLocationSerialization

[\(NetAF.Rendering.Presenters.html\)](#)

[\(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html\)](#)

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

Represents a serialization of a Room.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

System.Object

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.Instruct](#))

Implementation

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))

([NetAF.Assets.Attributes.AttributeManager.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

([NetAF.Assets.Attributes.AttributeManager.html](#))

+ NetAF.Interpretation

Inherited Members

([NetAF.Interpretation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.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)))

+ NetAF.Logic.Callbacks

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.Callbacks.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.Configuration.html](#))

Namespace: NetAF (NetAF.html).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ NetAF.Logic.Modes

Assembly: NetAF.dll

([NetAF.Logic.Modes.html](#))

Syntax

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

Constructors

([NetAF.Rendering.html](#))

AttributeManagerSerialization(AttributeManager)

Builders

Represents a serialization of an AttributeManager.

([NetAF.Rendering.FrameBuilder](#))

Declaration

+ NetAF.Rendering.Frame

Builders.Console

public AttributeManagerSerialization(AttributeManager attributeManager)

([NetAF.Rendering.FrameBuilder](#))

+ NetAF.Rendering.Frames

Parameters
[Type](#)

Name

Description

[\(NetAF.Rendering.Frames.html\)](#)

attributeManager

The attribute manager to serialize.

Properties

Values

Get or set the values.

Declaration

+ [NetAF.Conversations.Instruct](#)

Instructions

```
public Dictionary<AttributeSerialization, int> Values { get; set; }
```

+ NetAF.Extensions

Property value

[\(NetAF.Extensions.html\)](#)

Type

Description

+ NetAF.Interpretation

Dictionary (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

[\(NetAF.Interpretation.html\)](#)

AttributeSerialization ([NetAF.Serialization.Assets.AttributeSerialization.html](#)),

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

[NetAF.Logic.Callbacks.html](#)

+ NetAF.Logic.Configuration

[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

Restore an instance from this serialization.

[\(NetAF.Logic.Modes.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#) AttributeManager attributeManager

+ NetAF.Persistence.Json

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

([NetAF.Assets.Attributes.AttributeManager.html](#))

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

```
public string Name { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Instructions	

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Restore
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Logic.Callbacks**

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

Parameters
(NetAF.Logic.Configuration.html)

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

Attribute
[\(NetAF.Logic.Modes.Attribute.html\)](#)

+ **NetAF.Persistence**

Implements
[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

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Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**.**Instances**

↳ [CharacterSerialization](#) (<https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.assets.characterserialization>)

+ **NetAF Extensions**

↳ [NonPlayableCharacterSerialization](#) (<https://learn.microsoft.com/dotnet/api/system.serialization.assets.nonplayablecharacterserialization>)

([NetAF.Extensions.html](#))

Implements

+ **NetAF Interpretation**

[ObjectSerialization](#) (<https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1>)<IExaminable

([NetAF.Interpretation.html](#))

[IObjectSerialization](#) (<https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1>)<Character

(<https://learn.microsoft.com/dotnet/api/system.serialization.assets.characters.character>)

([NetAF.Logic.html](#))

Inherited Members

+ **NetAF Logic Callbacks**

[ExaminableSerialization.Identifier](#)

([NetAF.Logic.Callbacks.html](#))

(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ **NetAF Logic Configuration**

[ExaminableSerialization.IsPlayerVisible](#)

([NetAF.Logic.Configuration.html](#))

(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF Logic Modes**

[ExaminableSerialization.AttributeManager](#)

([NetAF.Logic.Modes.html](#))

(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF Persistence**

[ExaminableSerialization.Commands](#)

([NetAF.Persistence.Commands.html](#))

(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF Persistence.Json**

[ExaminableSerialization.Restore\(IExaminable\)](#)

([NetAF.Persistence.Json.html](#))

(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable)

+ **NetAF Rendering**

[Restore\(NetAF Assets IExaminable\)](#)

([NetAF.Rendering.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ **NetAF Rendering Frame Builders**

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

([NetAF.Rendering.FrameBuilder.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF Rendering Frames**

Namespace: [NetAF](#) ([NetAF.html](#)).[Serialization](#) ([NetAF.Serialization.html](#)).[Assets](#) ([NetAF.Serialization.Assets.html](#))

([NetAF.Rendering.Frames.html](#))

Assembly: [NetAF](#)

Syntax

+ **NetAF Rendering Presenters**

([NetAF.Rendering.Presenters.html](#))

↳ [CharacterSerialization](#)

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

Constructors

+ **NetAF.Conversations.**

Instructions **CharacterSerialization(Character)** ([NetAF.Conversations.Instruct](#))

Represents a serialization of a Character.

+ **NetAF.Extensions**

Declaration
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

```
public CharacterSerialization(Character character)
```

([NetAF.Interpretation.html](#))

NetAF.Logic

Type ([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

Character ([NetAF.Assets.Characters.Character.html](#))
([NetAF.Logic.Callbacks.html](#))

Name

Description

character

The character to serialize.

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

Properties

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

IsAlive

+ **NetAF.Persistence**

Get or set if the character is alive.

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

```
public bool IsAlive { get; set; }
```

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Property Value

+ **NetAF.Rendering.Frame**

Type

Description

Builders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Items

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the item serializations.

+ **NetAF.Rendering.Frames**

Declaration

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**

public ItemSerialization[] Items { get; set; }

([NetAF.Rendering.Presenters.html](#))

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

Methods

Instructions

(NetAF.Conversations.Instruct)

Restore(Character)

+ NetAF.Extensions

Restore(Character) from NetAF.Extensions.html.

Parameters

NetAF.Interpretation

(NetAF.Interpretation.html)

public void Restore(Character character)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Logic.Callbacks

Type (NetAF.Logic.Callbacks.html)

Character (NetAF.Assets.Characters.Character.html)

Name

Description

character

The character to restore.

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Implements

+ NetAF.Logic.Modes

IO (NetAF.Logic.Modes.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

+ [NetAF.Conversations.Instruct](#)

Instructions

```
public const int NoCurrentParagraph = -1  
(NetAF.Conversations.Instruct)
```

+ NetAF.Extensions

Field Value

Type	Description
(NetAF.Extensions.html)	

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

```
int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Interpretation.html)
```

+ NetAF.Logic

(NetAF.Logic.html)

Properties

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

CurrentParagraph

+ NetAF.Logic.Configuration

Get the value for current paragraph.

Declarations

NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

```
public int CurrentParagraph { get; set; }
```

+ NetAF.Persistence

(NetAF.Persistence.html)

Property Value

Type	Description
(NetAF.Persistence.Json.html)	

Type

(NetAF.Persistence.Json.html)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Restore(Conversation)

NetAF.Rendering.Frame

Builders.Console

Restore an instance from this serialization.

(NetAF.Rendering.FrameBuilder)

Declaration

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

```
public void Restore(Conversation conversation)
```

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Declarations

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.ht

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

[NETAF CONVERSATIONS](#).

Instructions

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Extensions.Instruct

↳ [CharacterSerialization](#) ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

+ **NetAF.Extensions**

↳ [ExitSerialization](#) ([NetAF.Serialization.Assets.ExitSerialization.html](#))

(NetAF.Extensions.html)

↳ [ItemSerialization](#) ([NetAF.Serialization.Assets.ItemSerialization.html](#))

+ **NetAF.Interpretation**

↳ [OverworldSerialization](#) ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

↳ [RegionSerialization](#) ([NetAF.Serialization.Assets.RegionSerialization.html](#))

(NetAF.Interpretation.html)

↳ [RoomSerialization](#) ([NetAF.Serialization.Assets.RoomSerialization.html](#))

+ **NetAF.Logic**

Implements

(NetAF.Logic.html)

[IOBJECTSERIALIZATION](#) ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ **NetAF.Logic.Callbacks**

Inherited Members

(NetAF.Logic.Callbacks.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Logic.Configuration.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ **NetAF.Logic.Modes**

(NetAF.Logic.Modes.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Persistence.Json**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

+ **NetAF.Rendering**

Syntax

(NetAF.Rendering.html)

public class ExaminableSerialization : IObjectSerialization<IExaminable>

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Constructors

+ **NetAF.Rendering.Frame**

Builders.Console

ExaminableSerialization(IExaminable)

NetAF.Rendering.Frames

Replaces the current value of Examirable.

(NetAF.Rendering.Frames.html)

Declaration

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) + NetAF.Conversations.	examinable	The examinable.

Instructions

(NetAF.Conversations.Instruct

Properties

(NetAF.Extensions.html)

AttributeManager

(NetAF.Interpretation.html)

Get or set the attribute manager serializations.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

Property Value

+ NetAF.Logic.Configuration

Type (NetAF.Logic.Configuration.html)

Description

+ NetAF.Logic.Modes

Declaration (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

Commands

(NetAF.Persistence.html)

Get or set the command serializations.

+ NetAF.Persistence.Json

Declaration (NetAF.Persistence.Json.html)

+ NetAF.Rendering

public CustomCommandSerialization[] Commands { get; set; }

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Property Value

Builders

Type (NetAF.Rendering.FrameBuilder.html)

Description

CustomCommandSerialization (NetAF.Serialization.CustomCommandSerialization.html)[]

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

Identifier

+ NetAF.Rendering.Frames

Get or set the identifier.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

```
public string Identifier { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Instructions

([NetAF.Conversations.Instruct](#))

IsPlayerVisible

+ [NetAF.Extensions](#)

Get if this player is visible.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

```
public bool IsPlayerVisible { get; set; }
```

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

+ [NetAF.Logic.Modes](#)

Methods

([NetAF.Logic.Modes.html](#))

+ [NetAF.Persistence](#)

Restore(IExaminable)

([NetAF.Persistence.html](#))

Restore an instance from this serialization.

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Declaration

+ [NetAF.Rendering](#)

```
public virtual void Restore(IExaminable examinable)
```

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Parameters

Builders

Type

([NetAF.Rendering.FrameBuilder](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))

+ [NetAF.Rendering.Frame](#)

Name

Description

examinable

The examinable to restore.

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

Implements

+ [NetAF.Rendering.Frames](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

... (1 more)

▼

- + **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
 ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
 ([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
 ([NetAF.Logic.Callbacks.html](#))
- + **NetAF.Logic.Configuration**
 ([NetAF.Logic.Configuration.html](#))
- + **NetAF.Logic.Modes**
 ([NetAF.Logic.Modes.html](#))
- + **NetAF.Persistence**
 ([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
 ([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
 ([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
 Builders
 ([NetAF.Rendering.FrameBuilders](#))
- + **NetAF.Rendering.Frame**
 Builders.Console
 ([NetAF.Rendering.FrameBuildersConsole](#))
- + **NetAF.Rendering.Frames**
 ([NetAF.Rendering.Frames.html](#))
- + **NetAF.Rendering.Presenters**
 ([NetAF.Rendering.Presenters.html](#))

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

NetAF.Conversations

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.Instances.html](#))

↳ [ExitSerialization](#)

+ **NetAF.Extensions**

Implements

([NetAF.Extensions.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Exit ([NetAF.Assets.Locations.Exit.html](#))>

Inherited Members

+ **NetAF.Logic**

([NetAF.Logic.html](#))

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#[NetAF.Serialization_Assets_ExaminableSerialization_Identifier](#))

+ **NetAF.Logic.Callbacks**

([NetAF.Logic.Callbacks.html](#))

ExaminableSerialization.ISLayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#[NetAF.Serialization_Assets_ExaminableSerialization_ISLayerVisible](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

ExaminableSerialization.AttributeManager

+ **NetAF.Logic.Modes**

([NetAF.Logic.Modes.html](#))

ExaminableSerialization.Commands

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

ExaminableSerialization.Restore(IExaminable)

+ **NetAF.Persistence.Json**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#[NetAF.Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_Examinable](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.FrameBuilders**

([NetAF.Rendering.FrameBuilders.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

BuildersConsole ([NetAF.Renderer.html](#)).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

AsNetAF.Renderer ([NetAF.Renderer.html](#))

Syntax

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerialization

+ **NetAF.Rendering.Presenters**

([NetAF.Rendering.Presenters.html](#))

NetAF.Renderer ([NetAF.Renderer.html](#))

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public ExitSerialization(Exit exit)
(NetAF.Conversations.Instruct
```

+ NetAF.Extensions

Parameters

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Interpretation.html)	exit	The exit to serialize.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Properties

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

IsLocked

+ NetAF.Logic.Configuration

Get [\(NetAF.Logic.Configuration.html\)](#)

Property API

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

```
public bool IsLocked { get; set; }
```

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Methods

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Restore(Exit)

NetAF.Rendering.Frame

Builders.Console

Restore an instance from this serialization.

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Declaration

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

Presenters
[\(NetAF.Rendering.Presenters.html\)](#)

Presenters
[\(NetAF.Rendering.Presenters.html\)](#)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class ItemSerialization

Represents a serialization of an item.

Filter by title

Inheritance

NETAF.Serialization

Instructions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Serialization.Instances](#))

↳ ItemSerialization

+ NetAF.Extensions

Implements

([NetAF.Extensions.html](#))

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.Examinable.html)

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Item (NetAF.Assets.Item.html)

Inherited Members

+ NetAF.Logic

([NetAF.Logic.html](#))

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ NetAF.Logic.Callbacks

([NetAF.Logic.Callbacks.html](#))

ExaminableSerialization.ISLayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF.Logic.Configuration

([NetAF.Logic.Configuration.html](#))

ExaminableSerialization.AttributeManager

+ NetAF.Logic.Modes

([NetAF.Logic.Modes.html](#))

ExaminableSerialization.Commands

+ NetAF.Persistence

([NetAF.Persistence.html](#))

ExaminableSerialization.Restore(IExaminable)

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_Examinable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Rendering.FrameBuilders

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Rendering.FrameBuilder.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

BuildersConsole

([NetAF.Rendering.FrameBuilder.html](#))

Syntax

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

public sealed class ItemSerialization : ExaminableSerialization, IObjectSerializatio

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration
+ [NetAF.Conversations](#).

Instructions

```
public ItemSerialization(Item item)  
(NetAF.Conversations.Instruct
```

+ NetAF.Extensions

Parameters
[\(NetAF.Extensions.html\)](#)
Type

+ [NetAF.Interpretation](#)
Item (NetAF.Assets.Item.html)
(NetAF.Interpretation.html)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Methods

+ [NetAF.Logic.Callbacks](#)

[\(NetAF.Logic.Callbacks.html\)](#)

[Restore\(Item\)](#)

+ [NetAF.Logic.Configuration](#)

Represents the configuration information.

Parameters

[\(NetAF.Logic.Modes.html\)](#)

```
public void Restore(Item item)
```

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

Parameters

+ [NetAF.Persistence.Json](#)

Type
[\(NetAF.Persistence.Json.html\)](#)

Item (NetAF.Assets.Item.html)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Implements

+ [NetAF.Rendering.Frame](#)

Builders

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

IObjectBuilder ([NetAF.Rendering.FrameBuilder](#)) ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilder\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

↳ [NonPlayableCharacterSerialization](#).

- Instructions**
 - ↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
 - (NetAF.Serialization.Instances)**
 - ↳ [NonPlayableCharacterSerialization](#).
 - ExaminableSerialization**
 - ↳ [CharacterSerialization](#) ([NetAF.Serialization.Assets.CharacterSerialization.html](#))
- + NetAF.Extensions**
 - ↳ [NonPlayableCharacterSerialization](#)
 - (NetAF.Extensions.html)**
- Implements
 - IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable
 - (NetAF.Serialization.html)**
 - IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character
 - ([NetAF.Assets.Characters.Character.html](#))>
 - IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter
 - ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>
- + NetAF.Logic.Callbacks**
 - Inherited Members
 - (NetAF.Logic.Callbacks.html)**
- Character.Serialization.Items**
 - NetAF.Logic.Configuration**
 - ([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Items)
 - (NetAF.Logic.Configuration.html)**
 - NetAF.Logic.Modes**
 - Character.Serialization.IsAlive
 - (NetAF.Logic.Modes.html)**
 - NetAF.Persistence**
 - Character.Serialization.Restore(Character)
 - (NetAF.Persistence.html)**
 - Character.Serialization.Restore(Character)
 - (NetAF_Assets_Characters_Character_.html)**
 - + NetAF.Persistence.Json**
 - ExaminableSerialization.Identifier
 - (NetAF.Persistence.Json.html)**
 - + NetAF.Rendering**
 - ExaminableSerialization.IsPlayerVisible
 - (NetAF.Rendering.html)**
 - + NetAF.Rendering.FrameBuilders**
 - ExaminableSerialization.AttributeManager
 - (NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)**
 - + NetAF.Rendering.FrameBuilders.Console**
 - ExaminableSerialization.Commands
 - (NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)**
 - + NetAF.Rendering.Frames**
 - ExaminableSerialization.Restore(IExaminable)
 - (NetAF.Rendering.Frames.html)**
 - object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
 - + NetAF.Rendering.Presenters**
 - (NetAF.Rendering.Presenters.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

Instructions

Syntax

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 class NonPlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Constructors

[\(NetAF.Logic.html\)](#)

NonPlayableCharacterSerialization(NonPlayableCharacter)

[\(NetAF.Logic.Callbacks.html\)](#)

Represents a serialization of a NonPlayableCharacter.

+ **NetAF.Logic.Configuration**

Declaration

[\(NetAF.Logic.Configuration.html\)](#)

+ **NetAF.Logic.Modes**
[\(NetAF.Logic.Modes.html\)](#)

Parameters

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

	Name	Description
NonPlayableCharacter	character	The character to serialize.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Properties

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Get or set the conversation serialization.

Builders.Console

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

Methods

+ [NetAF.Conversations.](#)

Instructions

[Restore\(NonPlayableCharacter\)](#)

[NetAF.Extensions](#) in this serialization.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)
 (public void Restore(NonPlayableCharacter character))

+ [NetAF.Logic](#)

Parameters
 ([NetAF.Logic.html](#))

Type

+ [NetAF.Logic.Callbacks](#)

NonPlayableCharacter
 ([NetAF.Logic.Callbacks.html](#))

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ [NetAF.Logic.Configuration](#)

([NetAF.Logic.Configuration.html](#))

Implements

+ [NetAF.Logic.Modes](#)

IO
 ([NetAF.Logic.Modes.html](#))

IObjectSerialization<T>
 (NetAF.Serialization.IObjectSerialization-1.html)

+ [NetAF.Persistence](#)

IObjectSerialization<T>
 (NetAF.Serialization.IObjectSerialization-1.html)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

Type	Name	Description
	character	The character to restore.

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

NETAF.Serialization.

- Instructions**
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
 - ([NetAF.Serialization.Instances](#))
 - ↳ ExaminableSerialization ([NetAF.Serialization.ExaminableSerialization.html](#))
- + **NetAF.Extensions**
 - Implements
 - ([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
 - IOObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable<
([NetAF.Assets.Examinable.html](#))>
 - IOObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld<
([NetAF.Assets.Locations.Overworld.html](#))>
- + **NetAF.Logic**
 - Inherited Members
 - ([NetAF.Logic.html](#))
- + **NetAF.Logic.Callbacks**
 - ExaminableSerialization.Identifier
 - ([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)
- + **NetAF.Logic.Configuration**
 - ExaminableSerialization.IsPlayerVisible
 - ([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)
- + **NetAF.Logic.Modes**
 - ExaminableSerialization.AttributeManager
 - ([NetAF.Logic.Modes.html](#))
- + **NetAF.Persistence**
 - ExaminableSerialization.Commands
 - ([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
 - ExaminableSerialization.Restore(IExaminable)
 - ([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
 - object.Equals(object) ([- \(\[NetAF.Rendering.html\]\(#\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
- + **NetAF.Rendering.FrameBuilders**
 - object.Equals(object, object) (
 - object.GetType() (
- + **NetAF.Rendering.FrameBuilders.Console**
 - object.ReferenceEquals(object, object) (
 - object.ToString() (
- Name: NetAF.NETAF.OverworldSerialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)
 - Assembly: NetAF.dll
- + **NetAF.Rendering.Frames**
 - Syntax
 - ([NetAF.Rendering.Frames.html](#))
- + **NetAF.Rendering.Presenters**
 - OverworldSerialization : ExaminableSerialization, IOObjectSerialization<IExaminable>, IOObjectSerialization<Overworld>
 - ([NetAF.Rendering.Presenters.html](#))

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public OverworldSerialization(Overworld overworld)
(NetAF.Conversations.Instruct
```

+ NetAF Extensions

Parameters
[\(NetAF.Extensions.html\)](#)
Type

+ NetAF Interpretation

Overworld ([NetAF.Assets.Locations.Overworld.html](#))
(NetAF.Interpretation.html)

+ NetAF Logic

[\(NetAF.Logic.html\)](#)

Properties

+ NetAF Logic Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

CurrentRegion

+ NetAF Logic Configuration

Get ([NetAF.Logic.Configuration.html](#))

Property API

+ NetAF Logic Modes

[\(NetAF.Logic.Modes.html\)](#)

```
public string CurrentRegion { get; set; }
```

+ NetAF Persistence

[\(NetAF.Persistence.html\)](#)

Property Value

+ NetAF Persistence Json

Type ([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF Rendering

[\(NetAF.Rendering.html\)](#)

RegionsRendering.Frame

Builders

Get or set the region serializations.

[\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

+ NetAF Rendering Frame

Builders Console

```
public RegionSerialization[] Regions { get; set; }
```

(NetAF.Rendering.FrameBuilder)

+ NetAF Rendering Frames

[\(NetAF.Rendering.Frames.html\)](#)

Type

Description

+ NetAF Rendering Presenters

RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))[]

(NetAF.Rendering.Presenters.I

RegionSerialization)

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public void Restore(Overworld overworld)  
(NetAF.Conversations.Instruct
```

+ NetAF Extensions

Parameters

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html) (NetAF.Interpretation.html)	overworld	The overworld to restore.

+ NetAF.Logic

Implements

(NetAF.Logic.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class PlayableCharacterLocation Serialization

Filter by title

Represents a serialization of a PlayableCharacterLocation.

[NetAF.Conversations](#)

Instructions

Inheritance

[\(NetAF.Conversations.Instruct\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocationSerialization

[\(NetAF.Extensions.html\)](#)

Implements

+ [NetAF.Interpretation](#)

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<PlayableCharacterLocation

[\(NetAF.Interpretation.html\)](#)>

Inherited Members

+ [NetAF.Logic](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ [NetAF.Logic.Callbacks](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Logic.Modes](#)

[\(NetAF.Logic.Modes.html\)](#) Namespace Documentation (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ [NetAF.Persistence](#)

Syntax

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Constructors

+ [NetAF.Rendering.Frame](#)

Builders

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Represents a serialization of a PlayableCharacterLocation.

+ [NetAF.Rendering.Frame](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

Parameters

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

+ [NetAF.Conversations](#).

Instructions

[PlayableIdentifier](#).Instructions

[GetNetAFExtensions](#) identifier.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

[public string PlayableIdentifier { get; set; }](#)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Logic.Callbacks

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

(NetAF.Logic.Callbacks.html)

Description

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

RegionIdentifier

+ NetAF.Logic.Modes

Get or set the region identifier.

(NetAF.Logic.Modes.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

[public string RegionIdentifier { get; set; }](#)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

(NetAF.Rendering.html)

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

+ NetAF.Rendering.Frame

Builders

[PlayableIdentifier.FrameBuilder](#)

+ NetAF.Rendering.Frame

Get or set the frame identifier.

Builders.Console

Declaration

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

[public string FrameIdentifier { get; set; }](#)

(NetAF.Rendering.Frames.html)

Property Value

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

+ [NetAF.Conversations](#).

Instructions

[Restore\(PlayableCharacterLocation\)](#)

[NetAF.Extensions](#) on this serialization.

([NetAF.Extensions.html](#))
Declaration

+ NetAF.Interpretation

[public void Restore\(PlayableCharacterLocation location\)](#)

+ NetAF.Logic

Parameters
([NetAF.Logic.html](#))

Type

+ NetAF.Logic.Callbacks

[PlayableCharacterLocation](#) ([NetAF.Logic.PlayableCharacterLocation.html](#))

Name	Description
<i>location</i>	The attribute to restore.

+ NetAF.Logic.Configuration

[NetAF.Logic.Configuration.html](#)
Implements

+ NetAF.Logic.Modes

[ObjectSerialization<T>](#) ([NetAF.Serialization.IObjectSerialization-1.html](#))

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

NETAF.Serialization

Instructions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Serialization](#).[Assets](#).[ExaminableSerialization.html](#))

+ NetAF.Extensions

Implements

([NetAF.Extensions.html](#))

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.Examinable.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Region

(NetAF.Assets.Locations.Region.html)

+ NetAF.Logic

Inherited Members

([NetAF.Logic.html](#))

ExaminableSerialization.Identifier

+ NetAF.Logic.Callbacks

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Ide

([NetAF.Logic.Callbacks.html](#))

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF.Logic.Configuration

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

AttributeManager

([NetAF.Logic.Modes.html](#))

+ NetAF.Persistence

ExaminableSerialization.Commands

([NetAF.Persistence.html](#))

Commands

+ NetAF.Persistence.Json

ExaminableSerialization.Restore(IExaminable)

([NetAF.Persistence.Json.html](#))

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

+ NetAF.Rendering

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Rendering.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object-object)))

+ NetAF.Rendering.FrameBuilders

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Rendering.FrameBuilders.Console

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Rendering.FrameBuilders.html](#))

Name: NetAF.NETAF.dll

Syntax: [NetAF.Rendering.Frames.html](#)

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

RegionSerialization : ExaminableSerialization, IObjectSerialization<Region>

([NetAF.Rendering.Presenters.html](#))

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public RegionSerialization(Region region)  
(NetAF.Conversations.Instruct
```

+ NetAF Extensions

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html) (NetAF.Interpretation.html)	region	The region to serialize.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Properties

+ NetAF.Logic.Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

CurrentRoom

+ NetAF.Logic.Configuration

Get [\(NetAF.Logic.Configuration.html\)](#)

Property API

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

```
public string CurrentRoom { get; set; }
```

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.RenderingWithoutDiscovery

Builders

Get or set if the region is visible without discovery.

[\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

+ NetAF.Rendering.Frame

Builders.Console

```
public bool isVisibleWithoutDiscovery { get; set; }
```

[\(NetAF.Rendering.FrameBuilder\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Type

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

Rooms

Get or set the room serializations.

Declaration

```
public RoomSerialization[] Rooms { get; set; }
```

+ [NetAF.Conversations](#).

Property Value

Instructions
Type [NetAF.Conversations.Instruct](#)

Description

+ [NetAF.Extensions](#)

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Methods

+ [NetAF.Logic](#)

(NetAF.Logic.html)

Restore(Region)

+ [NetAF.Logic.Callbacks](#)

Restore an instance from this serialization.

(NetAF.Logic.Callbacks.html)

Declaration

+ [NetAF.Logic.Configuration](#)

(NetAF.Logic.Configuration.html)

```
public void Restore(Region region)
```

+ [NetAF.Logic.Modes](#)

(NetAF.Logic.Modes.html)

Parameters

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region to restore.

+ [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

Implements

+ [NetAF.Rendering](#)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilder)

+ [NetAF.Rendering.Frame](#)

Builders.Console

(NetAF.Rendering.FrameBuilder)

+ [NetAF.Rendering.Frames](#)

(NetAF.Rendering.Frames.html)

+ [NetAF.Rendering.Presenters](#)

(NetAF.Rendering.Presenters.html)

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

NETAF.Serialization

Instructions	<p>↳ object (https://learn.microsoft.com/dotnet/api/system.object)</p>
(NetAF.Conversations.Instances)	<p>(NetAF.Conversations.Instances)</p>
+ NetAF.Extensions	<p>↳ RoomSerialization</p>
Implements	<p>IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable (NetAF.Assets.Examinable.html)</p>
+ NetAF.Interpretation	<p>↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Room (NetAF.Assets.Locations.Room.html)</p>
+ NetAF.Logic	<p>Inherited Members (NetAF.Logic.html)</p>
+ NetAF.Logic.Callbacks	<p>ExaminableSerialization.Identifier (NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier) (NetAF.Logic.Callbacks.html)</p>
+ NetAF.Logic.Configuration	<p>ExaminableSerialization.IsPlayerVisible (NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible) (NetAF.Logic.Configuration.html)</p>
ExaminableSerialization.AttributeManager	<p>ExaminableSerialization.AttributeManager (NetAF.Logic.Modes.html)</p>
+ NetAF.Persistence	<p>ExaminableSerialization.Commands (NetAF.Persistence.html)</p>
+ NetAF.Persistence.Json	<p>ExaminableSerialization.Restore(IExaminable) (NetAF.Persistence.Json.html)</p>
+ NetAF.Rendering	<p>object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) (NetAF.Rendering.html)</p>
+ NetAF.Rendering.FrameBuilders	<p>object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode) object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype) object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)</p>
NetAF.Rendering.FrameBuilders.Console	<p>Name: NetAF.Rendering.FrameBuilders.Console (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)</p>
Assembly: NetAF.dll	
+ NetAF.Rendering.Frames	
Syntax	<p>(NetAF.Rendering.Frames.html)</p>
+ NetAF.Rendering.Presenters	<p>object.Equals(object, object) : ExaminableSerialization, IObjectSerialization<Examinable>, IObjectSerialization<Room> (NetAF.Rendering.Presenters.html)</p>

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

+ [NetAF.Conversations.](#)

Instructions

```
public RoomSerialization(Room room)  
(NetAF.Conversations.Instruct
```

+ NetAF Extensions

Parameters
[\(NetAF.Extensions.html\)](#)
Type

+ NetAF Interpretation

Room (NetAF.Assets.Locations.Room.html)
(NetAF.Interpretation.html)

Name

Description

room

The room to serialize.

+ NetAF Logic

[\(NetAF.Logic.html\)](#)

Properties

+ NetAF Logic Callbacks

[\(NetAF.Logic.Callbacks.html\)](#)

Characters

+ NetAF Logic Configuration

Get [\(NetAF.Logic.Configuration.html\)](#)

Delegates

[NetAF Logic Modes](#)

[\(NetAF.Logic.Modes.html\)](#)

```
public NonPlayableCharacterSerialization[] Characters { get; set; }
```

+ NetAF Persistence

[\(NetAF.Persistence.html\)](#)

Property Value

+ NetAF Persistence Json

Type [\(NetAF.Persistence.Json.html\)](#)

NonPlayableCharacterSerialization

+ NetAF Rendering

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

[\[\]\(NetAF.Rendering.html\)](#)

Description

+ NetAF Rendering Frame

Builders

Exits

[\(NetAF.Rendering.FrameBuilder\)](#)

Get [\(NetAF.Rendering.Frame\)](#)

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

```
public ExitSerialization[] Exits { get; set; }
```

+ NetAF Rendering Frames

[\(NetAF.Rendering.Frames.html\)](#)

Property Value

+ NetAF Rendering Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Get or set if the room has been visited.

Instructions

Declaration
[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions.HasBeenVisited](#) { get; set; }
[\(NetAF.Extensions.html\)](#)

Property Value

+ [NetAF.Interpretation](#)

Type
[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#) (System.Boolean)
[\(NetAF.Logic.html\)](#)

+ [NetAF.Logic.Callbacks](#)

Items
[\(NetAF.Logic.Callbacks.html\)](#)

Get or set the item serializations.

+ [NetAF.Logic.Configuration](#)

Declaration
[\(NetAF.Logic.Configuration.html\)](#)

+ [NetAF.Logic.Modes](#)

public ItemSerialization[] Items { get; set; }

[\(NetAF.Logic.Modes.html\)](#)

+ [NetAF.Persistence](#)

Property Value
[\(NetAF.Persistence.html\)](#)

Type

+ [NetAF.Persistence.Json](#)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]
[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Methods

+ [NetAF.Rendering.Frame](#)

Builders

[NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

Resolve an instance for this serialization.

Builders.Console

Declaration
[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

Parameters

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilders.Console.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Namespace NetAF.Utilities

Classes

Filter by title

NetAF.Commands.Region OverWorldMaker (NetAF.Utilities.OverworldMaker.html)

Map

Provides a class for helping to make Regions.
(NetAF.Commands.RegionMap)

NetAF.Commands.Scene RegionMaker (NetAF.Utilities.RegionMaker.html)

(NetAF.Commands.Scene.html)

Provides a class for helping to make Regions.

+ NetAF.Conversations

(NetAF.Conversations.html)

StringUtilities (NetAF.Utilities.StringUtilities.html)

+ NetAF.Conversations

Notifies a helper class for string interpretation.

Instructions

Interfaces

+ NetAF.Extensions

(NetAF.Extensions.html)

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

+ NetAF.Interpretation

Represents a template for an asset.
(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands.Region**

Assembly: NetAF.dll

Map

Syntax
(NetAF.Commands.RegionMap)

+ **NetAF.Commands.Scene** Template<out T>

(NetAF.Commands.Scene.html)

Type Parameters

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **T**NetAF.Conversations Type of asset being templated.

Instructions

(NetAF.Conversations.Instruct

NetAF.Extensions

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declarative

(NetAF.Logic.html)

+ **NetAF.Logic.Callbacks**

Instantiate()

(NetAF.Logic.Callbacks.html)

+ **NetAF.Logic.Configuration**

Returns

(NetAF.Logic.Configuration.html)

Type

Description

+ **T**NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

The asset.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ **NetAF.Commands.Region**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ OverworldMaker

(**NetAF.Commands.RegionMap**)

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Conversations**

([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

(**NetAF.Extensions.html**)

Syntax

+ **NetAF.Interpretation**

(<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Logic**

(<https://learn.microsoft.com/dotnet/api/system.object>)

Constructors

+ **NetAF.Logic.Callbacks**

(<https://learn.microsoft.com/dotnet/api/system.object>)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **NetAF.Logic.Configuration**

(<https://learn.microsoft.com/dotnet/api/system.object>)

Provides a class to help you make Regions.

+ **NetAF.Logic.Modes**

(<https://learn.microsoft.com/dotnet/api/system.object>)

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **NetAF.Persistence**

aker[] regionMakers)

(<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Persistence.Json**

(<https://learn.microsoft.com/dotnet/api/system.object>)

Type

Name

Description

+ **NetAF.Rendering**

Identifier (<https://learn.microsoft.com/dotnet/api/system.object>)

identifier

An identifier for the region.

(<https://learn.microsoft.com/dotnet/api/system.object>)

Description (<https://learn.microsoft.com/dotnet/api/system.object>)

description

A description for the region.

+ **NetAF.Rendering.Frame**

RegionMaker (<https://learn.microsoft.com/dotnet/api/system.object>)

Builders

(<https://learn.microsoft.com/dotnet/api/system.object>)

regionMakers

The region makes to use to construct regions.

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ NetAF.Commands.Region

Map

Parameters

Type	Name	Description
(NetAF.Commands.RegionMap.html)	<i>identifier</i>	An identifier for the region.
+ NetAF.Commands.Scene string (NetAFCommands.Scene.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.
+ NetAF.Conversations string (NetAFConversations.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>regionMakers</i>	The region makes to use to construct regions.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Methods

+ NetAF.Interpretation

Make()

+ NetAF.Logic

Make an overworld.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAFLogic.Callbacks.html)

+ NetAF.Logic.Configuration

(NetAF.Logic.Configuration.html)

Returns

+ NetAF.Logic.Modes

(NetAFLogic.Modes.html)

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Description

The created overworld.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands.Region

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ RegionMaker
(NetAF.Commands.RegionMap)

Inherited Members

+ NetAF.Commands.Scene

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(NetAF.Commands.Scene.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Commands.Scene.GetHashCode.html)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Commands.Scene.ToString.html)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll
(NetAF.Extensions.html)

Syntax

+ NetAF.Interpretation

(NetAF.Interpretation.html)
public sealed class RegionMaker

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

RegionMaker(Identifier, Description)

(NetAF.Logic.Configuration.html)

Provides a class for helping to make Regions.

Delegates

(NetAF.Logic.Modes.html)

public RegionMaker(Identifier identifier, Description description)

+ NetAF.Persistence

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type
(NetAF.Persistence.Json.html)

Identifier (NetAF.Assets.Identifier.html)

+ NetAF.Rendering

Description (NetAF.Assets.Description.html)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

RegionMaker(string, string)

(NetAF.Rendering.FrameBuilder.html)

	Name	Description
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	An identifier for the region.
Description (NetAF.Assets.Description.html)	<i>description</i>	A description for the region.

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ NetAF.Commands.Region Type Map string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.RegionMap)	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **NetAF.Commands.Scene** ([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Properties ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

this[int, int, int]

([NetAF.Conversations.Instruct.html](#))

Get or set the room at a location.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)	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.

Property Value

+ **NetAF.Logic.Modes**

Type ([NetAF.Logic.Modes.html](#))

+ **NetAF.Persistence** ([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json** ([NetAF.Persistence.Json.html](#))

Methods

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frame**

Determine if a room can be placed at a location

Builders

Declaration

([NetAF.Rendering.FrameBuilder.html](#))

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
+ NetAF.Commands.Region int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ NetAF.Commands.Scene

Returns

[\(NetAF.Commands.Scene.html\)](#)

Type	Description
+ NetAF.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room can be placed, else false. (NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

GetRoomPositions()

[\(NetAF.Conversations.Instruct.html\)](#)

Get all current room positions.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

public RoomPosition[] GetRoomPositions()

[\(NetAF.Interpretation.html\)](#)

NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type	Description
+ NetAF.Logic.Callbacks RoomPosition[] ((NetAF.Assets.Locations.RoomPosition.html))	The room positions. (NetAF.Logic.Callbacks.html)

+ NetAF.Logic.Configuration

Makes

[\(NetAF.Logic.Configuration.html\)](#)

NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

public Region Make()

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Returns

[\(NetAF.Persistence.Json.html\)](#)

Type	Description
+ NetAF.Rendering Region ((NetAF.Assets.Locations.Region.html))	The created region. (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **NetAF.Commands.Region**

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Commands.RegionMap)	<i>startPosition</i>	The start position.

NetAF.Commands.Scene

Type	Description
(NetAF.Commands.Scene.html)	

+ **NetAF.Conversations**

Region (NetAF.Assets.Locations.Region.html) (NetAF.Conversations.html)	The created region.
--	---------------------

+ **NetAF.Conversations.**

Make(int, int)

(NetAF.Conversations.Instruct Make a region.)	
--	--

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)	
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+ **NetAF.Interpretation**

(NetAF.Interpretation.html)	
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Parameters

+ **NetAF.Logic**

Type	Name	Description
(NetAF.Logic.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.

+ **NetAF.Logic.Configuration**

(NetAF.Logic.Configuration.html)	
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Returns

+ **NetAF.Logic.Modes**

Type	Description
(NetAF.Logic.Modes.html)	

Region (NetAF.Assets.Locations.Region.html)	The created region.
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+ **NetAF.Persistence**

(NetAF.Persistence.html)	
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+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)	
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+ **NetAF.Rendering**

(NetAF.Rendering.html)	
------------------------	--

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)	
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Class StringUtilities

Provides a helper class for string interpretation.

Filter by title

Inheritance

+ **NetAF.Commands.Region**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Map

↳ StringUtilities
+ **NetAF.Commands.RegionMap**

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Extensions.html**

Assembly: NetAF.dll

+ **NetAF.Interpretation**

Syntax

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Logic.Callbacks**

([NetAFLogic.Callbacks.html](#))

+ **NetAF.Logic.Configuration**

([NetAF.Logic.Configuration.html](#))

CR

+ **NetAF.Logic.Modes**

Get the character for carriage return.

([NetAF.Logic.Modes.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

public const char CR = '\r'

+ **NetAF.Persistence.Json**

([NetAFPersistence.Json.html](#))

Field Value

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **NetAF.Rendering.Frame**

Builders

+ **NetAF.Rendering.FrameBuilder**

Description

Get the character for line feed.

Declaration

```
public const char LF = '\n'
```



Field Value

+ **NetAF.Commands.Region**

Type

Map

char (<https://learn.microsoft.com/dotnet/api/system.char>)
[\(NetAF.Commands.RegionMap\)](#)

Description

+ **NetAF.Commands.Scene**

([NetAFCommands.Scene.html](#))
[Newline](#)

+ **NetAF.Conversations**

Get the new line string.

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

Instructions

```
public const string Newline = "\n"
```

[\(NetAF.Conversations.Instruct\)](#)

Find **NetAF**

+ **NetAF.Extensions**

Type ([NetAF.Extensions.html](#))

Description

+ **NetAF.Interpretation**

String (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Methods

+ **NetAF.Logic.Callbacks**

[\(NetAF.Logic.Callbacks.html\)](#)

ConstructAttributesAsString(Dictionary<Attribute, int>)

+ **NetAF.Logic.Configuration**

Construct a line describing a series of attributes.

[\(NetAF.Logic.Configuration.html\)](#)

Declaration

+ **NetAF.Logic.Modes**

[\(NetAF.Logic.Modes.html\)](#)

```
public static string ConstructAttributesAsString(Dictionary<Attribute, int> attribut
```

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Parameters

+ **NetAF.Persistence.Json**

Type ([NetAF.Persistence.Json.html](#))

Name	Description
<i>attributes</i>	The attributes.

+ **NetAF.Rendering**

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)

<Attribute ([NetAF.Assets.Attributes.Attribute.html](#)),

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

+ **NetAF.Rendering.Frame**

Builders

Reference ([NetAF.Rendering.FrameBuilder](#))

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The sentence.

ConstructExaminablesAsSentence(IExaminable[])

Construct a sentence describing a series of examinables.

+ NetAF.Commands.Region

Declaration

(NetAF.Commands.RegionMap)

```
public static string ConstructExaminablesAsSentence(IExaminable[] examinables)
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

+ NetAF.Conversations

Type ([NetAF.Conversations.html](#))

IExaminable (NetAF.Assets.IExaminable.html[])

+ NetAF.Conversations

Instructions

Returns

(NetAF.Conversations.Instruct)

Type

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

CutLineFromParagraph(ref string, int)

+ NetAF.Logic

Cut a line from a paragraph.

(NetAF.Logic.html)

Declaration

+ NetAF.Logic.Callbacks

(NetAF.Logic.Callbacks.html)

```
public static string CutLineFromParagraph(ref string paragraph, int maxWidth)
```

+ NetAF.Logic.Configuration

Parameters ([NetAF.Logic.Configuration.html](#))

+ NetAF.Logic.Modes

(NetAF.Logic.Modes.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

paragraph

The paragraph.

+ NetAF.Persistence

(NetAF.Persistence.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

maxWidth

The max line length.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

+ NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The line cut from the paragraph.

+ NetAF.Rendering.Frame

ExtractNextWordFromString(ref string)

(NetAF.Rendering.FrameBuilders.html)

Extracts the next word from the input string. This will remove the word from the input string.

+ NetAF.Rendering.FrameBuilders

Declaration

```
public static string ExtractNextWordFromString(ref string input)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The input string.

Map

[\(NetAF.Commands.RegionMap\)](#)

Type	Description
(NetAF.Commands.Scene.html)	The extracted work.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

PreenInput(string)

+ NetAF.Conversations.

Instructions: move any ambiguity around special characters.

[\(NetAF.Conversations.Instruct\)](#)

Declaration

+ NetAF.Extensions

```
public static string PreenInput(string input)
```

+ NetAF.Interpretation

Parameters

[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.html\)](#)

+ NetAF.Logic.Callbacks

Returns

[\(NetAF.Logic.Callbacks.html\)](#)

Type

+ NetAF.Logic.Configuration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.Configuration.html\)](#)

+ NetAF.Logic.Modes

[\(NetAF.Logic.Modes.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)