

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.Conversations](#)

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

+ [NetAF.Conversations.](#)

[Instructions](#)

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

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

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

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

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

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

(NetAF.Commands.html)

| Name | Description |
|-------|----------------------|
| frame | The frame to render. |

+ NetAF.Conversations

(NetAF.Conversations.html)

Setup(Game)

+ NetAF.Conversations.

Setup for a game.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ NetAF.Extensions

void Setup(Game game)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters
(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

| Name | Description |
|------|-------------------------|
| game | The game to set up for. |

+ NetAF.Rendering

(NetAF.Rendering.html)

WaitForAcknowledge

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. |

WaitForInput()

NetAF.Assets

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

Wait for input.

NetAF.Assets.Attributes

Declaration

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

NetAF.Assets.Characters

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

Returns

NetAF.Assets.Interaction

Type

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

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

NetAF.Assets.Locations

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

NetAF.Commands

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

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.Rendering

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

Description

The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ **NetAF.Adapters**

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

Implements

↳ IIOAdapter
([NetAF.Adapters.IIOAdapter.html](#))
↳ II0Adapter ([NetAF.Adapters.II0Adapter.html](#))

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>)

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

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

+ NetAF.Assets.Interaction

Assembly: [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.Conversations**

(NetAF.Conversations.html)

↳ **NetAF.Conversations.RenderFrame(IFrame)**

Instructions

↳ ([NetAF.Conversations.Instruct](#)

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public void RenderFrame(IFrame frame)

↳ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

↳ **NetAF.Logic**

Type

(NetAF.Logic.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

↳ **NetAF.Rendering**

(NetAF.Rendering.html)

| | Name | Description |
|-------|------|----------------------|
| frame | | The frame to render. |

Setup(Game)

Setup for a game.

Declaration

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

Particulars

+ NetAF.Adapters

(NetAF.Adapters.html)

Type
Game (NetAF.Logic.Game.html)
(NetAF.Adapters.IIOAdapter.html)

Name

Description

game

The game to set up for.

+ NetAF.Adapters.IIOAdapter

(NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

public bool WaitForAcknowledge()

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Returns

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Type
bool

+ NetAF.Assets.Locations

(https://learn.microsoft.com/dotnet/api/system.boolean)(NetAF.Assets.Locations.html)

Description

True if the acknowledgment was received correctly, else false.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

WaitForInput

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public string WaitForInput()

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Returns

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

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

Description

The input.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)



- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleA](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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.
(NetAF.Assets.ConditionalDescription.html)

(NetAF.Assets.Description.html)

Description

ExaminableObject (NetAF.Assets.ExaminableObject.html)

(NetAF.Assets.Description.html)
Represents an object that can be examined.
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

ExaminationResult (NetAF.Assets.ExaminationResult.html)

(NetAF.Assets.ExaminationResult.html)
Represents the result of an examination.
(NetAF.Assets.ExaminationScene.html)

IExaminable

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.IExaminable.html)
Represents a scene that an examination occurs in.
(NetAF.Assets.IPlayerVisible.html)

IIdentifier

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Identifier.html)
Provides NetAF assets identifiers as an identifier.
Size (NetAF.Assets.Size.html)

Item (NetAF.Assets.Item.html)

(NetAF.Assets.Attributes.html)
Represents an item that can be used within the game.

+ NetAF.Assets.Characters

Characters (NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interaction (NetAF.Assets.Interaction.html)

Represents a size.

+ NetAF.Assets.Locations

Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands

Commands (NetAF.Commands.html)

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Adapters

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

Delegates

(NetAF.Assets.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.CConditionalDescription

Represents the callback for examinations.

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)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.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

(NetAF.Commands.html)

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

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

(NetAF.Assets.html)

Inherited Members

[ConditionalDescription](#)
[Description.Empty](#) ([NetAF.Assets.Description.html#NetAF_Assets_Description_Empty](#))
[\(NetAF.Assets.ConditionalDescription\)](#)
[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)))
 ↳ [\(NetAF.Assets.Description.html\)](#)
[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)))
 ↳ [\(NetAF.Assets.ExaminableObject\)](#)
[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
 ↳ [\(ExaminationCallback\)](#)
[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 ↳ [\(NetAF.Assets.ExaminationCallback\)](#)
[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 ↳ [\(ExaminationRequest\)](#)
[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 ↳ [\(NetAF.Assets.ExaminationRequest\)](#)

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

Assembly: NetAF.dll

Syntax

```
public sealed class ConditionalDescription : Description
{
    public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)
        : base(trueDescription, falseDescription, condition)
    {
        Identifier = Guid.NewGuid();
        Item = new Item();
        Size = 0;
    }

    public Identifier Identifier { get; }

    public Item Item { get; }

    public long Size { get; }
}
```

Constructors

[Identifier](#)

[Item](#)

[Size](#)

ConditionalDescription(string, string, Condition)

Represents a conditional description of an object.

(NetAF.Assets.Attributes.html)

Declaration

+ **NetAF.Assets.Characters**

public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Parameters

+ **NetAF.Assets.Locations**

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

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

+ **NetAF.Commands**

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

(NetAF.Commands.html)

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

ConditionalDescription
(NetAF.Assets.ConditionalDescription)

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

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Condition (NetAF.Assets.Interaction.Condition.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

IExaminable

(NetAF.Assets.IExaminable.html)

GetDescription()

Get the description.

(NetAF.Assets.IPlayerVisible.html)

Declaration

(NetAF.Assets.Identifier.html)

```
public string GetDescription()
```

Size (NetAF.Assets.Size.html)

Related

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Type

Description

+ NetAF.Assets.Characters

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

The description.

(NetAF.Assets.Characters.html)

Overrides

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

IPlayerVisible

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

Identifier

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Description(string)

+ **NetAF.Assets.Attributes**

Represents a description of an object.

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

Declaration:

+ **NetAF.Assets.Characters**

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

public Description(string description)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

| Type | Name | Description |
|--------|-------------|-----------------|
| string | description | The description |

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

Properties

DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

| Type | Description |
|--------------------------------------|-------------|
| (NetAF.Assets.ConditionalDescriptor) | |

Description

| | |
|---|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Description.html) | |
|---|--|

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequests)

ExaminationResult

(NetAF.Assets.ExaminationResult)

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

ExaminationScene

(NetAF.Assets.ExaminationScene)

Property Value

IExaminable

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Assets.IExaminable.html) | |

Description

| | |
|----------------|--|
| IPlayerVisible | |
|----------------|--|

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GetDescription()

+ NetAF.Assets.Characters

Get the description.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

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

Description

| | |
|------------------|--|
| The description. | |
|------------------|--|

+ NetAF.Conversations



(NetAF.Adapters.html)

- **NetAF.Assets**

(NetAF.Assets.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)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.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**

(NetAF.Commands.html)

+ **NetAF.Conversations**

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

- ↳ Character ([NetAF.Assets.Characters.Character.html](#))
- ↳ ConditionalDescription ([NetAF.Assets.ConditionalDescription.html](#))
- ↳ Item ([NetAF.Assets.Item.html](#))
- ↳ (NetAF.Assets.ConditionalDescription.html)
- ↳ Exit ([NetAF.Assets.Locations.Exit.html](#))
- ↳ Description ([NetAF.Assets.Locations.Description.html](#))
- ↳ Overworld ([NetAF.Assets.Locations.Overworld.html](#))
- ↳ Region ([NetAF.Assets.Locations.Region.html](#))
- ↳ ExaminableObject ([NetAF.Assets.Locations.Room.html](#))
- ↳ Room ([NetAF.Assets.Locations.Room.html](#))

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

Implements

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

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

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

Inherited Members

ExaminationResult

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

ExaminationScene

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

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

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

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

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

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

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

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Assets.Attributes**

([NetAF.Assets.Attributes.html](#)): : IExaminable, IPlayerVisible

+ **NetAF.Assets.Characters**

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

NetAF.Assets.Interaction

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

+ **NetAF.Assets.Locations**

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

Get the attribute manager for this object.

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

Properties

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

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

Property Value

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

- NetAF.Assets

(NetAF.Assets.html)

Commands

ConditionalDescription

Get (NetAF.Assets.Commands.ConditionalDescription.html)

Description

Declaration (NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

Property Value (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)

Description

IExaminable

(NetAF.Assets.IExaminable.html)

Get or set a description of this object.

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type (NetAF.Assets.Attributes.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

NetAF.Assets.Interaction

Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

Commands

NetAF.Conversations

(NetAF.Conversations.html)

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

Identifier

Get this objects identifier.

+ NetAF.Assets

Declaration

(NetAF.Assets.html)

```
pConditionalDescriptorIdentifier { get; protected set; }
(NetAF.Assets.ConditionalDescriptor.html)
```

Description

Property Value
(NetAF.Assets.Description.html)

Type

ExaminableObject

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

Description

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

ExaminationRequest

IsPlayerVisible

Declaration

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

IExaminable

```
public bool IsPlayerVisible { get; set; }
(NetAF.Assets.IExaminable.html)
```

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Identifier

Type

Identifier

Description

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Tostring()

Description

(NetAF.Assets.Description.html)

Returns a string that represents the current object.

ExaminableObject

Declaration

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Returns

ExaminationResult

| Type | Description |
|--|--|
| ExaminationResult (NetAF.Assets.ExaminationResult.html) | A string that represents the current object. |

IExaminable

Overrides

NetAF.Assets.IExaminable.html

object

PlayerVisible

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.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.Conversations

(NetAF.Conversations.html)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

```
ConditionalDescription  
  (NetAF.Assets.ConditionalDescription)  
  public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)  
  Description  
  (NetAF.Assets.Description.html)
```

Parameters

| Type | Name | Description |
|---------------------|---------|--------------------------|
| ExaminationCallback | request | The examination request. |

Returns

| Type | Description |
|-------------------|--|
| ExaminationResult | A string representing the result of the examination. |

ExaminationResult (NetAF.Assets.ExaminationResult.html)
(NetAF.Assets.ExaminationScene.IExaminable.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.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](#))

Class ExaminationRequest

Represents a request to examine an IEExaminable.

Filter by title

Inheritance

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

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ConditionalDescription
↳ ExaminationRequest
↳ NetAF.Assets.ConditionalDescriptor

Inherited Members

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

Assembly: NetAF.dll

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

IPlayerVisible

public class ExaminationRequest

Identifier

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

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

Constructors

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

+ NetAF.Assets.Attributes

ExaminationRequest(IExaminable, ExaminationScene)

+ NetAF.Assets.Characters

Represents a request to examine an IEExaminable.

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

Declaration

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Parameters

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

| Type | Name | Description |
|--|------------|--|
| + NetAF.Commands | | |
| IEExamable (NetAF.Assets.IExaminable.html) | examinable | The object being examined. |
| + NetAF.Conversations | | |
| (NetAF.Assets.ExaminationScene.html) | scene | The scene the object is being examined from. |

+ NetAF.Conversations.

Instructions

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

(NetAF.Assets.html)

Parameters

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

ConditionalDescription
(NetAF.Assets.ConditionalDescriptor.html)

IExaminable
(NetAF.Assets.IExaminable.html)

Game
(NetAF.Logic.Game.html)

ExaminableObject
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

Properties

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Examinable
(NetAF.Assets.Examinable.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

IExaminable
Declaration

```
public IExaminable Examinable { get; }
```

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier

Property Value
(NetAF.Assets.Identifier.html)

| Type | Description |
|----------------------------------|-------------|
| Item (NetAF.Assets.Item.html) | |
| Size (NetAF.Assets.Size.html) | |

IExaminable
(NetAF.Assets.IExaminable.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the examination scene.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

```
public Scene Scene { get; }
```

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.ExaminationScene.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

| Type | Description |
|------|-------------|
| | |



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

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class ExaminationResult

Represents the result of an examination.

 Filter by title

Inheritance

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

Inherited Members

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
Result.Description (NetAF.Assets.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description)
ExaminationCallback
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)))
ExaminationRequest
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)))
ExaminationResult
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.ExaminationResult)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ExaminationScene
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Assets.ExaminationScene)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
IExaminable
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Assets.IExaminable.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)
IPlayerVisible
Assembly: NetAF.dll
(NetAF.Assets.IPlayerVisible.html)

Syntax

Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
public class ExaminationResult : Result
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Constructors
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Initializes a new instance of the ExaminationResult class.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters
(NetAF.Commands.html)

Type

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

description A description of the result.

+

NetAF.Conversations.

Instructions

... . . .



ConditionalDescription
(NetAF.Assets.ConditionalDescriptor.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)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.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.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

...

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
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

Syntax

[NetAF.Assets.IPlayerVisible.html](#)
 Identifier
 (NetAF.Assets.Identifier.html)
 public class ExaminationScene
 Item ([NetAF.Assets.Item.html](#))
 Size ([NetAF.Assets.Size.html](#))

Attributes

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

+ NetAF.Assets.Characters

ExaminationScene(Character, Room)

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

Represents a scene that an examination occurs in.

+ NetAF.Assets.Interaction

Declaration

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

+ NetAF.Assets.Locations

 public ExaminationScene(Character examiner, Room room)

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

NetAF.Commands

| Type | Name | Description |
|-----------------------|----------|---|
| + NetAF.Conversations | examiner | The character who is examining the object. |
| + NetAF.Conversations | room | The room the examinable is being examined from. |

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

Instructions

[NetAF.Conversations.Instruct](#)

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ [Conditional description](#)

Parameters

| Type | Description | Name | Description |
|--|-------------------|------|---------------------|
| Game (NetAF.Logic.Game.html) (NetAF.Assets.ExaminableObject.html) | ExaminationObject | game | The executing game. |

Properties

Examiner

Get the EXAMINER.

IExaminable

Declaration

(NetAF.Assets.IExaminable.html)

IPlayerVisible

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

Identifier

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type

Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

NoScene

(NetAF.Assets.Characters.html)

Get a default value for when there is no scene.

↳ [NetAF.Assets.Interaction](#)

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

public static ExaminationScene NoScene { get; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

Description

+ NetAF.Conversations

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Room

(NetAF.Conversations.Instruct

Get the room the examinable is being examined from.

Declaration

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

| Property Value | |
|---|-------------|
| Type | Description |
| NetAF.Assets.ConditionalDescriptor | |
| Description | |
| Room (NetAF.Assets.Locations.Room.html) | |
| (NetAF.Assets.Description.html) | |
| ExaminableObject | |
| (NetAF.Assets.ExaminableObject.html) | |
| ExaminationCallback | |
| (NetAF.Assets.ExaminationCallback.html) | |
| ExaminationRequest | |
| (NetAF.Assets.ExaminationRequest.html) | |
| ExaminationResult | |
| (NetAF.Assets.ExaminationResult.html) | |
| ExaminationScene | |
| (NetAF.Assets.ExaminationScene.html) | |
| IExaminable | |
| (NetAF.Assets.IExaminable.html) | |
| IPlayerVisible | |
| (NetAF.Assets.IPlayerVisible.html) | |
| Identifier | |
| (NetAF.Assets.Identifier.html) | |
| Item (NetAF.Assets.Item.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.Conversations | |
| (NetAF.Conversations.html) | |
| + NetAF.Conversations. | |
| Instructions | |
| (NetAF.Conversations.Instruct | |

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

Description
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)

(NetAF.Assets.Description.html)

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

ExaminableObject

Asset (NetAF.html).Assets.ExaminableObject.h

Syntax

```
public interface IExaminable : IPlayerVisible
{
    ExaminationCallback
    ExaminationRequest
    ExaminationResult
    ExaminationScene
}
```

Properties

IExaminable

(NetAF.Assets.IExaminable.html)

Attributes

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Get the attribute manager for this object.

Identifier

(NetAF.Assets.Identifier.html)

Declaration

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

AttributeManager Attributes { get; }

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Property Value

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

Description

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Commands

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Get or set this objects commands.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

CustomCommand[] Commands { get; set; }

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

IInstructions

(NetAF.Conversations.IInstructionsCustomCommand.html)[]

Description

+ NetAF.Extensions

Description

Get or set a description of this object.

Declaration

```
▼Description Description { get; set; }
```

Property Value

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Assets.Description.html) | |
| ExaminableObject | |

Identifier

Get this objects identifier.

(NetAF.Assets.ExaminationResult.Identifier.html)

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.Identifier.html)

IExaminable Identifier { get; }

(NetAF.Assets.IExaminable.html)

IPlayerVisible

Property Value

(NetAF.Assets.IPlayerVisible.html)

Size

(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

ExaminationScene

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct

+ NetAF.Extensions

| Name | Description |
|-------|---|
| scene | The scene this object is being examined from. |

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

▼

↳ [View API Documentation](#)

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)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.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.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
(NetAF.Assets.ExaminableObject.h)
```

```
ExaminationCallback
```

```
public interface IPlayerVisible  
(NetAF.Assets.ExaminationCallbac
```

```
ExaminationRequest
```

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

```
ExaminationResult
```

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

```
ExaminationScene
```

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

```
IExaminable
```

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

Get **IPlayerVisible** visible to the player.

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

Declaration

```
Identifier
```

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

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

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

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

Property Value

+ NetAF.Assets.Attributes

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

Description

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

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: [NetAF.Assets.ExaminationCallback](#)

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

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

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)))

object ([ExaminableObject](#))

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

↳ [Item](#) ([NetAF.Assets.Item.html">NetAF.Assets.Item.html](#))

↳ [Size](#) ([NetAF.Assets.Size.html">NetAF.Assets.Size.html](#))
Assembly: [NetAF.dll](#)

↳ [NetAF.Assets.Attributes](#)

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

public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>
+ [NetAF.Assets.Characters](#)

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

↳ [NetAF.Assets.Interaction](#)

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

↳ [NetAF.Assets.Locations](#)

[Identifier\(string\)](#)

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

Provides a class that can be used as an identifier.

+ [NetAF.Commands](#)

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

+ [NetAF.Conversations](#)

[Identifier\(string name\)](#)

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

↳ [NetAF.Conversations](#).

| Type | Instructions | Name | Description |
|---|--|----------------------|-------------|
| (NetAF.Conversations.Instruct | string (https://learn.microsoft.com/dotnet/api/system.string) | name | The name. |

+ [NetAF.Extensions](#)

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

Properties

Empty

Get an empty identifier.

Declaration

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

ExaminationCallback

Property Value

ExaminationRequest

Type

(NetAF.Assets.ExaminationRequest.html)

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IdentifiableName

(NetAF.Assets.IExaminable.html)

Get the name as a case insensitive identifier.

IPlayerVisible

Declaration

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Name

(NetAF.Assets.Interaction.html)

Get the name.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Name { get; }

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Methods

(NetAF.Extensions.html)

Description

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 |
|---|-------|--|
| <code>(NetAF.Assets.ExaminableObject.h) ExaminationCallback</code> | | |
| <code>(NetAF/Assets/ExaminationCallback.h) ExaminationCallback</code> | other | An object to compare with this object. |

Return `(NetAF.Assets.ExaminationRequest)`

| 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/api/system.bool). |
| IEstinable | (https://learn.microsoft.com/dotnet/api/system.bool) |
| IPlayerVisible | (https://learn.microsoft.com/dotnet/api/system.bool) |

Identifier

Identifier (NotAE�名字, Identifier) (not)

Equals(string)

Equations (see also [Assets](#).Item.html)

Size (NetAI)

Indicates whether the current object

+ NetAF.Assets.Attributes

Declaration (NetAE Assets Attributes.html)

(NetAF.Assets.Attributes

NetBEUI Attached Objects

(NetAE Assets Characters ht)

(NETAI\ASSETS\CHARACTERS.HTM)

+ NetApp Assets

NetAF.Assets.Interaction

| | | |
|--|--------------|--|
| + NetAFLAssetsLocations (System.String) | <i>other</i> | An object to compare with this object. |
|--|--------------|--|

(NetA)

Returns

| Type | Description |
|---|---|
| bool (NetAF.Commands.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). |

(NetAE Conversations Instruct

+ NetAE Extensions

NEAFL Extensions ToString()

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](#))

IPlayerVisible

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

Identifier

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

Item ([NetAF.Assets.Item.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.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance: [ExaminableObject](#), [Object](#)

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

Implements: [IExaminable](#), [IExaminationRequest](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

+ [NetAF.Assets.Attributes](#)

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

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

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

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

Scene_)

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

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

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

+ [NetAF.Conversations](#)

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

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

Assembly: NetAF.dll

+ [NetAF.Conversations](#).

Syntax

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

↳ [Public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem](#) ([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

Constructors

Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

```
(NetAF.Assets.ExaminableObject.h  
public Item(Identifier identifier, Description description, bool isTakeable = false)  
ExaminationCallback  
(NetAF.Assets.ExaminationCallback  
ExaminationRequest
```

Parameters

| Type | Name | Description |
|---|-------------|-----------------------------------|
| (NetAF.Assets.ExaminationResult Identifier (NetAF.Assets.Identifier.html) ExaminationScene Description (NetAF.Assets.Description.html) | identifier | This Items identifier. |
| (NetAF.Assets.ExaminationScene bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.IExaminable.html) | description | A description of this Item. |
| IPlayerVisible (NetAF.Assets.IPlayerVisible.html) | isTakeable | Specify if this item is takeable. |

Item(string, string, bool)

(NetAF.Assets.Identifier.html)

Initializes a new instance of the Item class.

Item (NetAF.Assets.Item.html)

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

Parameters

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Properties

(NetAF.Conversations.html)

Interaction

Instructions

Get or set the interaction.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

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

Property Value

| Type | Description |
|---|-------------|
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | |

(NetAF.Assets.ExaminableObject.html)
ExaminationCallback

IsTakeable
ExaminationRequest

Get (NetAF.Assets.ExaminationRequest.html)

Declaration
(NetAF.Assets.ExaminationResult.html)

ExaminationScene
public bool IsTakeable { get; }

IExaminable
(NetAF.Assets.IExaminable.html)

Property Value
IPlayerVisible

| Type | Description |
|------------------------------------|-------------|
| (NetAF.Assets.IPlayerVisible.html) | |

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Interact with an item.

+ NetAF.Assets.Interaction

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.html)

NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns
+ NetAF.Conversations.

Type
Instructions

(NetAF.Conversations.Instruct

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

| Description |
|--------------------------------|
| The result of the interaction. |

+ NetAF.Extensions

(NetAF.Extensions.html)

Morph(Item)

+ NetAF.Interpretation

Handle item morphing.

Declaration

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

Parameters

| Type | Name | Description |
|--|------|-------------------------|
| NetAF.Assets.ExaminableObject.html Item (NetAF.Assets.Item.html) (NetAF.Assets.ExaminationCallback.html) | item | The item to morph into. |

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult

(NetAF.Assets.ExaminationResult.html)
IExaminable (NetAF.Assets.IExaminable.html)
ExaminationScene
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.ExaminationScene.html)
IIInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.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.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members

ExaminationCallback
ValueType.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
(NetAF.Assets.ExaminationCallback)
ValueType.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
ExaminationRequest
ValueType.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
(NetAF.Assets.ExaminationRequest)
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
(NetAF.Assets.ExaminationResult)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ExaminationScene
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Assets.ExaminationScene)
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#))

Assemblies

IExaminable

Assemblies

PlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

public struct Size

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

Size

(NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Size(int, int)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Initializes a new instance of the Size struct.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public Size(int width, int height)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

(NetAF.Commands.html)

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

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.Instructions

Properties

+ NetAF.Extensions

(NetAF.Extensions.html)

Height

+ NetAF.Interpretation

Get the height.

(NetAF.Interpretation.html)

Table

| Type | Name | Description |
|---|--------|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height. |

Declaration

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

Property Value

| Type | Description |
|---|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | |
| (NetAF.Assets.ExaminationCallback) | |
| ExaminationRequest | |
| ExaminationResult | |
| Get the examination result. | |
| Get the examination scene. | |
| Get the examination scene identifier. | |
| IExaminable | |
| IPlayerVisible | |
| Identifier | |
| Item | |
| Size | |

+ 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.Conversations

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

+ NetAF.Conversations.

[Instructions](#)

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

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.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 Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

+ **NetAFAssets**

↳ Attribute

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

Inherited Members

- **NetAFAssets.Attributes**

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)))

↳ Attribute

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)))

↳ AttributeManager

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

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

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

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

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

+ **NetAFAssets.Characters**

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

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

+ **NetAFAssets.Interaction**

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

Assembly: NetAF.dll

Syntax

NetAF.Assets.Locations

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

public class Attribute

+ **NetAF.Commands**

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

- **NetAF.Conversations**

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

Attribute(string, string, int, int)

Instructions

Initializes a new instance of the Attribute class.

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

Declaration

+ **NetAF.Extensions**

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

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

+ **NetAF.Interpretation**

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

Parameters

+ **NetAF.Logic**

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

string

Name

Description

name

Specify the name of the attribute.

+ **NetAF.Rendering**

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

string

description

Specify the description of the attribute.

+ **NetAF.Rendering.Frame**

Builders

| Type | Name | Description |
|--|----------------|---|
| 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.Attributes.html](#))

+ NetAF.Assets

Properties

- NetAF.Assets.Attributes

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

Attribute

Get the description of the attribute.
([NetAF.Assets.Attributes.Attribute.html](#))

Declaration

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

+ NetAF.Assets.Characters

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

Property Value

+ NetAF.Assets.Interaction

Type

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Maximum

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

Get the maximum limit of the attribute.

+ NetAF.Conversations

Declaration

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

+ NetAF.Conversations.

public int Maximum { get; }

Instructions

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

Property Value

+ NetAF.Extensions

Type

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

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

+ NetAF.Interpretation

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

MinimAF Logic

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

Get the minimum limit of the attribute.

+ NetAF.Rendering

Declaration

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

+ NetAF.Rendering.Frame

Builders

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

Property Value

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

▼

Name

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

Get the name of the attribute.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

public string Name { get; }

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

Attribute

Property Value

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

Type

attributeManager

Description

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

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

+ 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.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.Rendering

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

+ NetAF.Rendering.Frame

Builders

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

Inherited Members

(NetAF.Assets.Attributes.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)))
Attribute

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)))
AttributeManager

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

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

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

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class AttributeManager

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

Properties ([Conversations.html](#))

+ **NetAF.Conversations.**

Count

(NetAF.Conversations.Instruct

Get the number of attributes this manager has.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation** { get; }

(NetAF.Interpretation.html)

Properties

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering** soft.com/dotnet/api/system.int32)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

| Type | Description |
|--|-------------|
| NetAF.Rendering soft.com/dotnet/api/system.int32) | |

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>)

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

Name

Description

attribute

The attribute.

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

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

+ NetAF.Conversations

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

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Conversations

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

value

The value.

Instructions

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

GetAsDictionary()

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

Get all attributes as a dictionary.

+ NetAF.Interpretation

Declaration

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

+ NetAF.Logic

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

Returns

+ NetAF.Rendering

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

+ NetAF.Rendering.FrameBuilders

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

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

[\(NetAF.Rendering.FrameBuilder\)](#)

Description

An array of

attributes.

GetAttributes()

Get all attributes.

Declaration

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

+ NetAF.Assets

Returns

(NetAF.Assets.html)
Type

- NetAF.Assets.Attributes

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

Description

An array of attributes.

Attribute

GetValue(Attribute)

AttributeManager

(NetAF.Assets.Attributes.AttributeValue)
Get the value of an attribute.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

Name

Description

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

attribute

The attribute.

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

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

The value.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

GetValue(string)

+ NetAF.Extensions

Get the value of an attribute.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Rendering.Frame

Returns

Builders

(NetAF.Rendering.FrameBuilder)

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

Remove(Attribute)

Remove an attribute.

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

public void Remove(Attribute attribute)
[\(NetAF.Assets.Attributes.html\)](#)

Attribute
Parameters

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

Type AttributeManager

Name

Description

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

attribute

The attribute.

+ **NetAF.Assets.Characters**

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

Remove(string)

+ **NetAF.Assets.Interaction**

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

Remove an attribute.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

Parameters

+ **NetAF.Conversations**

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

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

+ **NetAF.Conversations**.

Name

Description

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

Instructions

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

RemoveAll()

+ **NetAF.Extensions**

Remove all attributes.

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

Declaration

+ **NetAF.Interpretation**

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

public void RemoveAll()

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ **NetAF.Rendering.Frame**

Declaration

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

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

Parameters

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

- NetAF.Assets.Attributes

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

Attribute
Subtract a value from an attribute.
(NetAF.Assets.Attributes.Attribute.html)

Declaration

AttributeManager

(NetAF.Assets.Attributes.AttributeManager.html)

public void Subtract(string attributeName, int value)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Name

Description

attributeName

The name of the attribute.

value

The value.

+ NetAF.Commands

(NetAF.Commands.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.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

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.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.Rendering**

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](#))

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

- **NetAF.Assets.Characters**

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

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

Character

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

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

IConverser

Inherited Members:

NonPlayableCharacter

ExaminableObject.Examination

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

ExaminableObject.Commands

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

ExaminableObject.Attributes

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

+ **NetAF.Commands**

ExaminableObject.Examine(ExaminationScene)

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

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

+ **NetAF.Conversations**

ExaminableObject.IsPlayerVisible

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

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

+ **NetAF.Conversations** ()

Instructions

object.Equals(object, object) ()

+ **NetAF.Extensions** ()

object.GetHashCode() ()

object.MemberwiseClone() ()

object.ReferenceEquals(object, object) ()

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

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

↳ **NetAF.Logic**

Syntax ([NetAF.Logic.html](#))

+ **NetAF.Rendering**

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

```
public abstract class Character : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

Properties

(NetAF.Assets.html)

Interaction

(NetAF.Assets.Attributes.html)

Get or set the interaction.

NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Characters.Character.html)

IConverser

Property Value

(NetAF.Assets.Characters.IConverser.html)

Type NonPlayableCharacter

Description

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

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

IsAlive

(NetAF.Assets.Interaction.html)

Get if this character is alive.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

```
public bool IsAlive { get; protected set; }
```

(NetAF.Commands.html)

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

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

Instructions

(NetAF.Conversations.Instructions.html)

NetAF.Extensions

(NetAF.Extensions.html)

Get the items this Character holds.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

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

(NetAF.Logic.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Methods

+ [NetAF.Assets](#)

(NetAF.Assets.html)

AcquireItem(Item)

+ [NetAF.Assets.Attributes](#)

AcquireItem (NetAF.Assets.Attributes.html)

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

(NetAF.Assets.Characters.html)

```
public virtual void AcquireItem(Item item)
    Character
```

(NetAF.Assets.Characters.Character)

Parameters: [Character](#)

Type

(NetAF.Assets.Characters.IConverter)

NonPlayableCharacter

Item

(NetAF.Assets.Characters.IConverter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

De-AcquireItem(Item)

(NetAF.Assets.Interaction.html)

De-acquire an item.

+ [NetAF.Assets.Locations](#)

Declaration:

(NetAF.Assets.Locations.html)

+ [NetAF.Commands](#)

void DequireItem(Item item)

(NetAF.Commands.html)

Parameters: [Item](#)

+ [NetAF.Conversations](#)

Type

(NetAF.Conversations.html)

Name

Description

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

item

The item to acquire.

Instructions

(NetAF.Conversations.Instructions)

FindItem(string, out Item, bool)

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

De-AcquireItem

(NetAF.Interpretation.html)

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

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

Parameters: [Item](#)

(NetAF.Rendering.html)

| Type | Name | Description |
|--|------------------------------|---|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>itemName</i> | The items name. |
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item. |
| bool NetAF.Assets (NetAF.Assets.html) | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |
| + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html) Returns | | |
| - NetAF.Assets.Characters (NetAF.Assets.Characters.html) | | Description |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | | True if the item was found. |
| Character (NetAF.Assets.Characters.Character.html) | | |
| IConverser (NetAF.Assets.Characters.IConverser.html) | | |
| Give(Item, Character) (NetAF.Assets.Characters.Give.html) | | |
| Give an item to another in game Character. (NetAF.Assets.Characters.NonPlayableCharacter.html) | | |
| Declaration PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | | |
| public virtual bool Give(Item item, Character character) | | |
| + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) Parameters | | |
| + NetAF.Assets.Locations Type (NetAF.Assets.Locations.html) | | Name |
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item to give. |
| + NetAF.Commands (NetAF.Commands.html) | | Description |
| Character (NetAF.Assets.Characters.Character.html) | <i>character</i> | The Character to give the item to. |
| + NetAF.Conversations Returns | | |
| (NetAF.Conversations.html) | | |
| Type | | Description |
| + NetAF.Conversations . Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean) | | True if the transaction completed OK, else false. |
| (NetAF.Conversations.Instruct.html) | | |
| + NetAF.Extensions HasItem(item, bool) (NetAF.Extensions.html) | | |
| Determine if this PlayableCharacter has an item. | | |
| + NetAF.Interpretation Declaration (NetAF.Interpretation.html) | | |
| + NetAF.Logic public virtual bool HasItem(Item item, bool includeInvisibleItems = false) (NetAF.Logic.html) | | |
| + NetAF.Rendering (NetAF.Rendering.html) Parameters | | |

| Type | Name | Description |
|---|------------------------------|--|
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |

+ **NetAF.Assets**

Returns

(NetAF.Assets.html)

Type

+ **NetAF.Assets.Attributes**

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

(NetAF.Assets.Attributes.html)

Description

True if the item is found, else false.

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Interact(item)

Character

Interact with an item.

(NetAF.Assets.Characters.Character.html)

IConverser

Declaration

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

public InteractionResult Interact(Item item)

(NetAF.Assets.Characters.NonPlay.html)

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

Name

item

Description

The item to interact with.

+ **NetAF.Assets.Locations**

Returns

(NetAF.Assets.Locations.html)

Type

+ **NetAF.Commands**

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

Description

The result of the interaction.

+ **NetAF.Conversations**

(NetAF.Conversations.html)

InteractWithItem(item)

+ **NetAF.Conversations.**

Interact with a specified item.

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

protected virtual InteractionResult InteractWithItem(Item item)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

Item (NetAF.Assets.Item.html)

(NetAF.Logic.html)

Name

item

Description

The item to interact with.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

| Type | Description |
|---|--------------------------------|
| InteractionResult (NetAF.Assets.Interaction.InteractionResult.html) | The result of the interaction. |

Kill()

Kill the characters

(NetAF.Assets.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Implements

Character

IExamineable (NetAF.Assets.Characters.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IIInteractable (NetAF.Assets.IInteractable.IInteractWithItem.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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.Rendering

(NetAF.Rendering.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)

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

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

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

+ **NetAF.Assets.Characters**

IExaminable.Examine(ExaminationScene)

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

(NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)

Character

IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)

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

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

IConverser

Assembly: NetAF.dll

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

Syntax

NonPlayableCharacter

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

PlayableCharacter

IConverser : IExaminable, IPlayerVisible

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

+ **NetAF.Assets.Interaction**

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

Properties

+ **NetAF.Assets.Locations**

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

Conversation

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

Get or set the conversation.

+ **NetAF.Conversations**

Declaration

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

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

Instructions

Property Value

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

| Type | Description |
|---|-------------|
| (NetAF.Extensions.html) | |

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](#))

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

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

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

↳ NonPlayableCharacter

Inherited Members

PlayableCharacter

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

Character.Interaction

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

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

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

+ NetAF.Assets.Locations

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

Character.AcquireItem(item)
([NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item](#))

+ NetAF.Commands

Character.DequireItem(item)

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

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

+ NetAF.Conversations

Character.HasItem(item, bool)

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

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

S+ NetAF.Conversations.

Character.FindItem(string, out Item, bool)

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

+ NetAF.Extensions

Character.GiveItem(item)

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

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

AF_Assets_Characters_Character_)

+ NetAF.Interpretation

Character.Interact(item)

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

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

ExaminableObject.Examination

+ NetAF.Logic

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

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

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

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

+ NetAF.Rendering

ExaminableObject.Description

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

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

+ NetAF.Rendering.Frame

Builders

ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

ExaminableObject.IsPlayerVisible

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

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

- **NetAF.Assets.Characters**

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

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

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

Assembly: NetAF.dll

(NetAF.Assets.Characters.NonPlay

Syntax

PlayableCharacter

(NetAF.Assets.Characters.Playable

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser,

+ **NetAF.Assets.Interaction**

IExamineable, IPlayable

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

CONSTRUCTORS

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

NonPlayableCharacter(Identifier, Description, Conversation)

+ **NetAF.Conversations**
the NonPlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions
Identifier identifier, Description description, Conversation conversation = null)

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Interpretation.html)

Description (NetAF.Assets.Description.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Conversation

+ **NetAF.Rendering**

(NetAF.Conversations.Conversation.html)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

| Type | Name | Description |
|---|--------------|---|
| Identifier (NetAF.Assets.Identifier.html) | identifier | This NonPlayableCharacter's identifier. |
| Description (NetAF.Assets.Description.html) | description | The description of this NonPlayableCharacter. |
| Conversation | conversation | The conversation. |

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Parameters

- NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.htm)

| Name | Description |
|------|-------------|
|------|-------------|

Identifier (NetAF.Assets.Identifier.html)

| | |
|-------------------|---|
| <i>identifier</i> | This NonPlayableCharacter's identifier. |
|-------------------|---|

Description (NetAF.Assets.Description.html)
IConverser

| | |
|--------------------|---|
| <i>description</i> | The description of this NonPlayableCharacter. |
|--------------------|---|

(NetAF.Assets.Characters.IConver)

Conversation
NonPlayableCharacter

| | |
|---------------------|-------------------|
| <i>conversation</i> | The conversation. |
|---------------------|-------------------|

(NetAF.Conversations.Conversation.html)

PlayableCharacter
bool

| | |
|----------------|--|
| <i>isAlive</i> | Set if this NonPlayableCharacter is alive. |
|----------------|--|

(NetAF.Assets.Characters.Playable
(https://learn.microsoft.com/dotnet/api/system.boolean))

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

| | |
|--------------------|---------------------------------|
| <i>interaction</i> | Set this NonPlayableCharacter's |
|--------------------|---------------------------------|

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

| | |
|--|--------------|
| | interaction. |
|--|--------------|

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

NonPlayableCharacter(Identifier, Description, Conversation, bool,

(NetAF.Commands.html)

InteractionCallback, ExaminationCallback)

+ NetAF.Conversations

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

| Name | Description |
|------|-------------|
|------|-------------|

Identifier (NetAF.Assets.Identifier.html)

| | |
|-------------------|---|
| <i>identifier</i> | This NonPlayableCharacter's identifier. |
|-------------------|---|

+ NetAF.Logic

Description (NetAF.Assets.Description.html)

| | |
|--------------------|---|
| <i>description</i> | The description of this NonPlayableCharacter. |
|--------------------|---|

(NetAF.Logic.html)

+ NetAF.Rendering

Conversation

| | |
|---------------------|-------------------|
| <i>conversation</i> | The conversation. |
|---------------------|-------------------|

(NetAF.Rendering.html)

(NetAF.Conversations.Conversation.html)

+ NetAF.Rendering.Frame

Builders

| Type | Name | Description |
|---|--------------------|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | <i>isAlive</i> | Set if this NonPlayableCharacter is alive. |
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | <i>interaction</i> | Set this NonPlayableCharacter's interaction. |
| + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html) | <i>examination</i> | Set this NonPlayableCharacter's examination. |

- NetAF.Assets.Characters

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

NonPlayableCharacter(string, string, Conversation)

Character

Initializes a new instance of the NonPlayableCharacter class.

IConverser

Declaration

(NetAF.Assets.Characters.IConver

NonPlayableCharacter

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

PlayableCharacter

(NetAF.Assets.Characters.Playable

Parameters

+ NetAF.Assets.Interaction

| Type | Name | Description |
|--|---------------------|---|
| + NetAF.Assets.Locations (NetAF.Assets.Locations.html) | <i>identifier</i> | This NonPlayableCharacter's identifier. |
| + NetAF.Commands (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i> | The description of this NonPlayableCharacter. |
| + NetAF.Conversations (NetAF.Conversations.html) Conversation | <i>conversation</i> | The conversation. |
| + NetAF.Conversations (NetAF.Conversations.Conversation.html) | | |

Instructions

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

Properties

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

+ NetAF.Interpretation

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

Get or set the conversation.

+ NetAF.Logic

Declaration
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

public Conversation Conversation { get; set; }

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

Primitives

Builders

| Type | Description |
|--|-------------|
| Conversation (NetAF.Conversations.Conversation.html) | |

Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.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.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.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

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
 - ([NetAFAssets.Characters.html](#))
 - ↳ Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - IConverter
 - ([NetAFAssets.Characters.Converter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - NonPlayableCharacter
 - Inherited Members
 - PlayableCharacter
 - Character.IsActive ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_IsActive](#))
 - ([NetAFAssets.Characters.PlayableCharacter.html](#))
 - Character.Interaction
 - + **NetAFAssets.Interaction**
 - Character.Interaction ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Interaction](#))
 - ([NetAFAssets.Interaction.html](#))
 - Character.Kill() ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Kill](#))
 - + **NetAFAssets.Locations**
 - Character.AcquireItem(item)
 - ([NetAFAssets.Locations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item.html](#))
 - + **NetAF.Commands**
 - Character.DeacquireItem(item)
 - ([NetAFCommands.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_DeacquireItem_NetAF_Assets_Item.html](#))
 - + **NetAF.Conversations**
 - Character.HasItem(item, bool)
 - ([NetAFConversations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean.html](#))
 - + **NetAF.Extensions**
 - Character.GiveItem(item)
 - ([NetAFExtensions.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Characters_Character.html](#))
 - + **NetAF.Interpretation**
 - Character.Interact(item)
 - ([NetAFInterpretation.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item.html](#))
 - + **NetAF.Logic**
 - ExaminableObject.Examination
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))
 - + **NetAF.Rendering**
 - ExaminableObject.ToString() ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))
 - ExaminableObject.Identifier ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))
 - ExaminableObject.Description
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](#))
 - + **NetAF.Rendering.Frame**
 - ExaminableObject.Commands
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](#))
 - + **NetAF.Rendering.FrameBuilder**
 - ([NetAFRenderingFrameBuilder.html](#))

ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

IConverter
(NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assembly: NetAF.dll

NonPlayableCharacter

Syntax
(NetAF.Assets.Characters.NonPlay

PlayableCharacter

public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInteractWithItem

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ContractLocations

(NetAF.Assets.Locations.html)

PlayableCharacter(Identifier, Description, params Item[])

(NetAF.Commands.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.Character(Identifier identifier, Description description, params Item[] items)

Instruct

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Name

Description

+ NetAF.Interpretation

identifier

This PlayableCharacter's identifier.

Description
(NetAF_Assets_Description.html)

description

The description of the player.

+ NetAF.Logic

items

The players items.

(NetAF.Logic.html)

+ NetAF.Rendering

PlayableCharacter(Identifier, Description, bool, params Item[])

(NetAF.Rendering.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Rendering.Frame

Builders

Declaration
(NetAF_Rendering_FrameBuild

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

Parameters

| Type | Name | Description |
|--|-------------|--|
| Identifier (NetAFAssets.Identifier.html) (NetAFAssets.Attributes.html) | identifier | This PlayableCharacter's identifier. |
| Description (NetAFAssets.Description.html) NetAFAssets.Characters | description | The description of the player. |
| bool (NetAFAssets.Characters.htm (https://learn.microsoft.com/dotnet/api/system.character.boolean) (NetAFAssets.Characters.Charact | canConverse | If this PlayableCharacter can converse with an IConverser. |
| Item[] Item (NetAFAssets.Item.html) (NetAFAssets.Characters.IConver NonPlayableCharacter (NetAFAssets.Characters.NonPlay PlayableCharacter (NetAFAssets.Characters.Playable | items | The players items. |

PlayableCharacter(string, string, params Item[])

Initializes a new instance of the PlayableCharacter class.

+ NetAFAssets.Interaction

Declaration

(NetAFAssets.Interaction.html)

+ public PlayableCharacter(string identifier, string description, params Item[] items)

(NetAFAssets.Locations.html)

+ NetAF.Commands

Type
(NetAFCommands.html)

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

Name

Description

identifier

This PlayableCharacter's identifier.

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

description

The description of the player.

Item[]
Item
(NetAFCommands.html)]

items

The players items.

Instructions

(NetAFConversations.Instruct

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

(NetAFExtensions.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAFInterpretation

Declaration

(NetAFInterpretation.html)

+ public PlayableCharacter(string identifier, string description, bool canConverse, pa
rams Item[] items)

(NetAFLogic.html)

+ NetAFRendering

Parameters

(NetAFRendering.html)

+ NetAFRendering.Frame

Builders

(NetAFRenderingFrameBuild

| Type | Name | Description |
|---|--------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | This PlayableCharacter's identifier. |
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Attributes.html) | <i>description</i> | The description of the player. |
| - NetAF.Assets.Characters (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html) | <i>canConverse</i> | If this PlayableCharacter can converse with an IConverser. |
| CharacterItem[] (https://learn.microsoft.com/dotnet/api/NetAF.Assets.Item.html) (https://learn.microsoft.com/dotnet/api/NetAF.Assets.Characters.Character) | <i>items</i> | The players items. |

Properties

CanConverse

+ NetAF.Assets.Interaction

Get if this playable character can converse with an IConverser.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public bool CanConverse { get; }
```

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Description

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

UseItem(Item, IInteractWithItem)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

```
public InteractionResult UseItem(Item item, IInteractWithItem targetObject)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

| Type | Name | Description |
|--|---------------------|-------------------------------------|
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item to use. |
| IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) | <i>targetObject</i> | A target object to use the item on. |

▼

Returns

| Type | Description |
|--|-------------|
| NetAF.Assets.Attributes.html | |

- [NetAF.Assets.Characters.Interaction.InteractionResult.html](#)

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

Implements

Character
(NetAF.Assets.Characters.Character)

IConverser
(NetAF.Assets.Characters.IConverser)

IPlayerVisible
(NetAF.Assets.Characters.IPlayerVisible.html)

NonPlayableCharacter
IInteractWithItem
(NetAF.Assets.Interaction.IInteractWithItem.html)
(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ 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.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder](#)

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.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.

(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

InteractionEffect (NetAF.Assets.Interaction.InteractionEffect.html)

+ NetAF.Assets.Locations

Enumeration of reaction results.

(NetAF.Assets.Locations.html)

Delegates

NetAF.Commands

(NetAF.Commands.html)

Condition (NetAF.Assets.Interaction.Condition.html)

(NetAF.Conversations.html)

Represents a condition.

+ NetAF.Conversations.

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

(NetAF.Conversations.Instruct)

Represents the callback for interacting with objects.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

Condition

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

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.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

Delegate Condition

Represents a callback for conditions.

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 delegate bool Condition()
[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

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

| Type | Description |
|---|------------------------------|
| Condition bool (https://learn.microsoft.com/dotnet/api/system.boolean) | The result of the condition. |

IInteractWithItem
(NetAF.Assets.Interaction.IInteract)
InteractionCallback
(NetAF.Assets.Interaction.Interaction)
InteractionEffect
(NetAF.Assets.Interaction.Interaction)
InteractionResult
(NetAF.Assets.Interaction.Interaction)
Reaction
(NetAF.Assets.Interaction.Reaction)
ReactionResult
(NetAF.Assets.Interaction.Reaction)
Result
(NetAF.Assets.Interaction.Result.ht

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

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

InteractionResult

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

InteractionResult

Parameters

ReactionResult

| Type | Name | Description |
|---|------|----------------------------|
| NetAF.Assets.Interaction.ReactionResult | item | The item to interact with. |

+ **NetAF.Assets.Locations**

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

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)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

| Type | Name | Description |
|--|------|----------------------------|
| NetAF.Assets.Interaction.Condition IInteractWithItem Item (NetAF.Assets.Item.html) | item | The item to interact with. |

InteractionCallback

Returns
NetAF.Assets.Interaction.InteractionResult

| Type | Description |
|---|--------------------------------|
| NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult.html) | The result of the interaction. |

InteractionEffect

InteractionResult

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

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

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

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

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

... 1 / 1

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

public enum InteractionEffect
(NetAF.Assets.Interaction.html)

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

| Name | Description |
|-----------------------|---|
| FatalEffect | A fatal effect to the interaction. (NetAF.Assets.Interaction.InteractionEffect) |
| ItemMorphedResult | Item morphed into another object. (NetAF.Assets.Interaction.InteractionEffect) |
| ItemUsedUpReaction | Item was used up. (NetAF.Assets.Interaction.InteractionEffect) |
| NoEffect | No effect on either the item or the target. (NetAF.Assets.Interaction.InteractionEffect) |
| SelfContainedReaction | Any other self contained effect. (NetAF.Assets.Interaction.Reaction) |
| TargetUsedUp | The target was used up. (NetAF.Assets.Interaction.Result) |

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF_Assets.Characters](#)

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

↳ [Result](#) ([NetAF_Assets.Interaction.Result.html](#))

- **NetAF_Assets.Interaction**

↳ [InteractionResult](#)

(NetAF_Assets.Interaction.html)

Inherited Members

Condition

Result ([\(NetAF_Assets.Characters.Result.html#NetAF_Assets_Interaction_Result_Description\)](#))

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

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

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

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

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

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

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 InteractionResult : Result

+ **NetAF_Assets.Locations**

(NetAF_Assets.Locations.html)

Constructors

+ **NetAF.Commands**

(NetAF_Commands.html)

InteractionResult(InteractionEffect, Item)

+ **NetAF.Conversations**

Initializes a new instance of the InteractionResult class.

(NetAF_Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public InteractionResult(InteractionEffect effect, Item item)

(NetAF_Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF_Extensions.html)

Type

+ **NetAF.Interpretation**

InteractionEffect ([\(NetAF_Assets.Interaction.InteractionEffect.html\)](#))

(NetAF_Interpretation.html)

Item ([\(NetAF_Assets.Item.html\)](#))

+ **NetAF.Logic**

(NetAF.Logic.html)

...

| Type | Name | Description |
|---|--------|------------------------------------|
| InteractionEffect ((NetAF_Assets.Interaction.InteractionEffect.html)) | effect | The effect of this interaction. |
| Item ((NetAF_Assets.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.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

Condition
(NetAF.Assets.Interaction.InteractionEffect.html)

(NetAF.Assets.Interaction.IInteractionEffect.html)

InteractWithItem

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Name

effect

Description

The effect of this interaction.

item

The item used in this interaction.

descriptionOfEffect

A description of the effect.

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

Effect

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

Get the effect.

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

Declaration

+ **NetAF.Assets.Locations**

public InteractionEffect Effect { get; }

+ **NetAF.Commands**

Property Value

(NetAF.Commands.html)

Type

+ **NetAF.Conversations**

InteractionEffect
(NetAF.Assets.Interaction.InteractionEffect.html)

Description

+ **NetAF.Conversations.**

Instructions

Item

(NetAF.Conversations.Instruction.html)

Get the item used in the interaction.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

public Item Item { get; }

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Property Value

(NetAF.Logic.html)

...

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

▼

- **NetAF.Assets.Characters**
(NetAF.Assets.Characters.html)
- **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)
 - Condition
 (NetAF.Assets.Interaction.Condition)
 - IInteractWithItem
 (NetAF.Assets.Interaction.IInteractWithItem)
 - InteractionCallback
 (NetAF.Assets.Interaction.InteractionCallback)
 - InteractionEffect
 (NetAF.Assets.Interaction.InteractionEffect)
 - InteractionResult
 (NetAF.Assets.Interaction.InteractionResult)
 - Reaction
 (NetAF.Assets.Interaction.Reaction)
 - ReactionResult
 (NetAF.Assets.Interaction.ReactionResult)
 - Result
 (NetAF.Assets.Interaction.Result)
 - Result
 (NetAF.Assets.Interaction.Result.html)
- + **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)
- + **NetAF.Commands**
(NetAF.Commands.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 Reaction

Represents a reaction.

Filter by title

Inheritance

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

+ **NetAF.Conversations**

of the Reaction class.

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

Declaration

+ **NetAF.Conversations**.

public Reaction(ReactionResult result, string description)

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

Parameters

+ **NetAF.Extensions**

Type

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

Name

Description

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

result

The result.

+ **NetAF.Interpretation**

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

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

description

A description of the result.

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Properties

Description

Get a description of the result.

Declaration

(NetAF.Assets.Characters.num)

- **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Property Value

| Type | Description |
|--|-------------|
| <code>(NetAF.Assets.Interaction.Condition.IInteractWithItem)</code> <code>string</code> (https://learn.microsoft.com/dotnet/api/system.string) | |

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

Result

Get the result.

`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value

| Type | Description |
|---------------------------------|-------------|
| + NetAF.Assets.Locations | |

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

+ NetAF.Commands

(NetAF.Commands.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.Rendering

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.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

Fields

| Name | Description |
|-----------|--|
| Error | (NetAF.Assets.Interaction.InteractionResult) An error reaction. |
| Fatal | (NetAF.Assets.Interaction.InteractionResult) A fatal effect on the player. |
| Internal | ReactionResult An internal reaction. |
| OK Result | OK. (NetAF.Assets.Interaction.Result.html) |

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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.Rendering

(NetAF.Rendering.html)

Class Result

Represents a result.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Condition
 ([NetAF.Assets.Interaction.Condition.ExaminationResult.html](#))
 InteractionWithItem
 InteractionResult ([NetAF.Assets.Interaction.InteractionResult.html](#))
 Interaction
Inherited Members
 InteractionCallback
object ([NetAF.Object.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)))
InteractionEffect
object ([NetAF.Object.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object ([GetHashCode.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object GetType () ([GetType.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object MemberwiseClone () ([MemberwiseClone.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object ReferenceEquals (object, object) ([ReferenceEquals.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object ToString () ([ToString.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
Result
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)
(NetAF.Assets.Interaction.Result.html)
Assembly: NetAF.dll

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

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

- NetAF.Conversations

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

+ NetAF.Conversations.

Result()
Instructions

Initializes a new instance of the Result class.

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))
protected Result()

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

Design
([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frames

Get the description.

Declaration

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

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Interaction.html) string <small>Condition</small> (learn.microsoft.com/dotnet/api/system.string) | |

(NetAF.Assets.Interaction.Condition
IInteractWithItem
(NetAF.Assets.Interaction.IInteractWithItem)
InteractionCallback
(NetAF.Assets.Interaction.InteractionCallback)
InteractionEffect
(NetAF.Assets.Interaction.InteractionEffect)
InteractionResult
(NetAF.Assets.Interaction.InteractionResult)
Reaction
(NetAF.Assets.Interaction.Reaction)
ReactionResult
(NetAF.Assets.Interaction.ReactionResult)
Result
(NetAF.Assets.Interaction.Result.html)

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **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.Rendering**

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

+ **NetAF.Rendering.Frames**

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.htm)

RoomPosition

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoin

Enums

(NetAF.Commands.html)

+ NetAF.Conversations

Direction (NetAF.Assets.Locations.Direction.html)

(NetAF.Conversations.html)

Enumeration of directions.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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.html](#))

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

DirectionExtensions_Inverse(Direction)

([NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction.html](#))

([NetAF_Commands.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 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](#)

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

Inherited Members

Direction

ExaminableObject.Examination

Exit

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

(NetAF.Assets.Locations.Exit.html)

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)

Matrix

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

(NetAF.Assets.Locations.Matrix.html)

ExaminableObject.Description

Overworld

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

(NetAF.Assets.Locations.Overworld.html)

ExaminableObject.Commands

Region

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

(NetAF.Assets.Locations.Region.html)

ExaminableObject.Attributes

Room

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

(NetAF.Assets.Locations.Room.html)

ExaminableObject.Examine (ExaminationScene)

RoomPosition

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination)

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

ExaminableObject.IsPlayerVisible

(NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

+ [NetAF.Conversations](#)

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

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

+ [NetAF.Conversations](#)

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

Instructions

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

[\(NetAFConversations.Instruct.html\)](#)

Assembly: NetAF.dll

\$ [NetAF.Extensions](#)

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

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

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

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

Constructors

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration
`

+ NetAF.Assets.Characters

```
public Exit(Direction direction, bool isLocked = false, Identifier identifier = null  
(NetAF.Assets.Characters.html null)
```

+ NetAF.Assets.Interaction

Parameters
(NetAF.Assets.Interaction.html

| Type | Name | Description |
|---|-------------|-----------------------------|
| - NetAF.Assets.Locations | | |
| D(NetAF.Assets.Locations.html) | direction | The direction of the exit. |
| bool (Https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.Identifier (NetAF.Assets.Identifier.html) Exit | isLocked | If this exit is locked. |
| Identifier (NetAF.Assets.Identifier.html) Description (NetAF.Assets.Description.html) Matrix | identifier | An identifier for the exit. |
| Matrix (NetAF.Assets.Locations.Matrix.html) | description | A description of the exit. |

Properties

Direction

Get the direction of the exit.

```
(NetAF.Assets.Locations.RoomPosition.html)
```

Declaration
ViewPoint

```
(NetAF.Assets.Locations.ViewPoint.html)
```

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type
(NetAF.Conversations.html)

Direction (NetAF.Assets.Direction.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Interaction

+ NetAF.Extensions

Get or set the interaction.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

| Description |
|-------------|
| |

Property Value

| Type | Description |
|---|-------------|
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | |

IsLocked

Get if the item is locked.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public bool IsLocked { get; }

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

Description

bool (NetAF.Assets.Locations.Direction / net/api/system.boolean)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint.html)

NetAF.Commands

Type

(NetAF.Commands.html)

Name

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

item

Description

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type

Instructions

Description

(NetAF.Conversations.Instructions.html)

The result of the interaction.

NetAF.Extensions

(NetAF.Extensions.html)

Lock()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

NetAF.Logic

(NetAF.Logic.html)

```
public void Lock()
```

Unlock()

Unlock this exit.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

```
    public void Unlock()
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Locations.Direction.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.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.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 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

Name: [\(NetAF.Assets.Locations.Matrix.html\)](#) (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(Room[,])

+ NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Conversations

(NetAF.Conversations.html)

public Matrix(Room[,] rooms)

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

R(NetAF.Extensions.html).Room.html)[,,]

Name

Description

rooms

The rooms to be represented.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

(NetAF.Logic.html)

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.ViewPoint.html)

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

TypeInstructions

(NetAF.Conversations.Instruct

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

Name

Description

x

The x position.

+ NetAF.Extensions

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

(NetAF.Extensions.html)

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

y

The y position.

z

The z position.

+ NetAF.Interpretation

Properties

(NetAF.Interpretation.html)

+ Type

(NetAF.Logic.html)

Room ([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.

Description

+ NetAF.Commands

(NetAF.Commands.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)

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

Inherited Members

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

Exit

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

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

Matrix

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

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

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

Overworld

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

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

Region

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

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

Room

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

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

RoomPosition

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

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

ViewPoint

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.ViewPoint.html](#))

object.Equals(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.Commands.html](#))

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

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

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

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

+ [NetAF.Conversations](#)

Assembly: NetAF.dll

Instructions

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

+ [NetAF.Extensions](#)
↳ [\(NetAF.Extensions.html\)](#)

Pass Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ [NetAF.Interpretation](#)
↳ [\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

OverworldIdentifier, Description

+ [NetAF.Rendering](#)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

| Type | Name | Description |
|---|-------------|------------------------------------|
| + NetAF.Assets.Interaction Identifier (NetAF.Assets.Identifier.html) | identifier | The identifier for this overworld. |
| - NetAF.Assets.Locations (NetAF.Assets.Locations.html) | description | A description of this overworld. |

- [NetAF.Assets.Locations](#)

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

Overworld(string, string)

(NetAF.Assets.Direction.

Initializes a new instance of the overworld class.

Exit

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

public Overworld(string identifier, string description)

Overworld

(NetAF.Assets.Locations.Overworld

Regions

| Type | Name | Description |
|---|-------------|------------------------------------|
| Room | | |
| string (NetAF.Assets.Locations.Room.html (https://learn.microsoft.com/dotnet/api/system.string)) | identifier | The identifier for this overworld. |
| RoomPosition string (NetAF.Assets.Locations.RoomPos (https://learn.microsoft.com/dotnet/api/system.string)) | description | A description of this overworld. |

ViewPoint

(NetAF.Assets.Locations.ViewPoint

Properties

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

+ [NetAF.Conversations](#)

[CurrentRegion](#)

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

Get the current region.

+ [NetAF.Conversations.](#)

[Instructions](#)

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

public Region CurrentRegion { get; }

+ [NetAF.Extensions](#)

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

Property Value

+ [NetAF.Interpretation](#)

Type

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

Region (NetAF.Assets.Locations.Region.html)

+ [NetAF.Logic](#)

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

+ [NetAF.Rendering](#)

Description

Regions

Get the regions in this overworld.

Declaration

```
public Region[] Regions { get; }
```

(NetAF.Assets.Characters.html)

Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Methods

+ **NetAF.Assets.Locations.Direction.**

Exit

(NetAF.Assets.Locations.Exit.html)

AddRegion(Region)

(NetAF.Assets.Locations.Matrix.html)

Add a region to this overworld.

Overworld

Declaration

Region

public void AddRegion(Region region)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

Region position

Type **(NetAF.Assets.Locations.RoomPosition.html)**

ViewPoint

Region (NetAF.Assets.Locations.ViewPoint.html)

Name

Description

region

The region to add.

+ **NetAF.Commands**

(NetAF.Commands.html)

Examine(ExaminationScene)

+ **NetAF.Conversations**

Examine this object.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public override ExaminationResult Examine(ExaminationScene scene)

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

ExaminationScene

(NetAF.Interpretation.html)

(NetAF.Assets.ExaminationScene.html)

Name

Description

scene

The scene this object is being examined from.

+ **NetAF.Logic**

Returns

(NetAF.Logic.html)

+ **NetAF.Rendering**

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

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
FindRegion(string, out Region)

- NetAF.Assets.Locations

Find a region

(NetAF.Assets.Locations.html)

Declaration

Direction

(NetAF.Assets.Locations.Direction.

public bool FindRegion(string regionName, out Region region)

(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

| Type | Name | Description |
|--|------------|-------------------|
| Overworld (NetAF.Assets.Locations.Overworld.html) | regionName | The regions name. |
| Region (NetAF.Assets.Locations.Region.html) | region | The region. |

Returns

RoomPosition

| Type | Description |
|--|-------------------------------|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | True if the region was found. |

+ NetAF.Commands

Move(Region)

+ NetAF.Conversations

Move to a region.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions Move(Region region)

(NetAF.Conversations.Instruct

Parent API

NetAF.Extensions

| Type | Name | Description |
|---|--------|------------------------|
| Region (NetAF.Conversations.Region.html) | region | The region to move to. |

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

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

RemoveRegion(Region)

Remove a region from this overworld.
[\(NetAF.Assets.Characters.html\)](#)

Declaration
+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)
 public void RemoveRegion(Region region)

- **NetAF.Assets.Locations**

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

| Type | Name | Description |
|--|------|-------------|
| Direction (NetAF.Assets.Locations.Direction.html) | | |

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

Matrix

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

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

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

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.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.Rendering

Class Region

Represents a region.

Filter by title

Inheritance

↳ **NetAF.Assets.Interaction**

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

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

↳ Region

- **NetAF.Assets.Locations**

Implements

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

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

↳ Direction

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

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

Inherited Members

↳ Exit

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

ExaminableObject.Examination

↳ Matrix

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

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

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

↳ Overworld

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

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

ExaminableObject.Description

↳ Region

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

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

ExaminableObject.Commands

↳ Room

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

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

ExaminableObject.Attributes

↳ RoomPosition

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

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

ExaminableObject.ISPlayerVisible

↳ ViewPoint

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

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

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)))

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

↳ 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**

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

↳ Instructions

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Extensions**

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

Region : ExaminableObject, IExaminable, IPlayerVisible

+ **NetAF.Interpretation**

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

Constructors

+ **NetAF.Logic**

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

Region(Identifier, Description)

+ **NetAF.Rendering**

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

Initializes a new instance of the Region class.

Declaration

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

Parameters

| Type | Name | Description |
|--|-------------------|--------------------------|
| + NetAF.Assets.Interaction | | |
| Identifier | <i>identifier</i> | This Regions identifier. |

| | | |
|--|-----------------------------|---------------------------------|
| - NetAF.Assets.Locations | Description | The description of this Region. |
|--|-----------------------------|---------------------------------|

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

Direction

Region([string](#), [string](#))

Exit

Initializes a new instance of the Region class.

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

Matrix

Declaration

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

Overworld

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

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

Region

Parameters

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

| Type | Name | Description |
|--|------|-------------|
| Room | | |
| (NetAF.Assets.Locations.Room.html) | | |

| | | |
|--------|----------------------------|--------------------------|
| string | identifier | This Regions identifier. |
|--------|----------------------------|--------------------------|

| | | |
|--------|-----------------------------|---------------------------------|
| string | description | The description of this Region. |
|--------|-----------------------------|---------------------------------|

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

| | | |
|-----------|--|--|
| ViewPoint | | |
|-----------|--|--|

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

| | | |
|----------------------------------|--|--|
| + NetAF.Commands | | |
|----------------------------------|--|--|

| | | |
|-------------------|--|--|
| Properties | | |
|-------------------|--|--|

| | | |
|---------------------------------------|--|--|
| + NetAF.Conversations | | |
|---------------------------------------|--|--|

| | | |
|----------------------------|--|--|
| Properties | | |
|----------------------------|--|--|

| | | |
|-------------------------------|--|--|
| + CurrentRoom | | |
|-------------------------------|--|--|

| | | |
|---|--|--|
| + NetAF.Conversations . | | |
|---|--|--|

| | | |
|-----------------------|--|--|
| Get the current room. | | |
|-----------------------|--|--|

| | | |
|---------------------|--|--|
| Instructions | | |
|---------------------|--|--|

| | | |
|-------------|--|--|
| Declaration | | |
|-------------|--|--|

| | | |
|---|--|--|
| (NetAF.Conversations.Instruct.html) | | |
|---|--|--|

| | | |
|------------------------------------|--|--|
| + NetAF.Extensions | | |
|------------------------------------|--|--|

| | | |
|----------------------------------|--|--|
| public Room CurrentRoom { get; } | | |
|----------------------------------|--|--|

| | | |
|---|--|--|
| (NetAF.Extensions.html) | | |
|---|--|--|

| | | |
|-------------------|--|--|
| Properties | | |
|-------------------|--|--|

| | | |
|--|--|--|
| + NetAF.Interpretation | | |
|--|--|--|

| | | |
|----------------------------|--|--|
| Properties | | |
|----------------------------|--|--|

| | | |
|------------------------|--|-----------------------------|
| + Type | | Description |
|------------------------|--|-----------------------------|

| | | |
|------|--|--|
| Room | | |
|------|--|--|

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

| | | |
|-------------------------------|--|--|
| + NetAF.Logic | | |
|-------------------------------|--|--|

| | | |
|----------------------------|--|--|
| Properties | | |
|----------------------------|--|--|

| | | |
|-----------------------------------|--|--|
| + NetAF.Rendering | | |
|-----------------------------------|--|--|

| | | |
|----------------------------|--|--|
| Properties | | |
|----------------------------|--|--|

| | | |
|-----------------------------------|--|--|
| + NetAF.Renderina | | |
|-----------------------------------|--|--|

| | | |
|----------------------------|--|--|
| Properties | | |
|----------------------------|--|--|

this[int, int, int]

Get a room at a specified location.

Declaration

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

NetAFAssets.Interaction

| Type | Name | Description |
|--|------|-----------------|
| - int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The x position. |
| (NetAFAssets.Locations.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position. |
| Direction int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAFAssets.Locations.Direction.html) | z | The z position. |

Exit

Property Value

| Type | Description |
|---|-------------|
| Matrix (NetAFAssets.Locations.Matrix.html) | |

Room

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

Overwork

Region

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

Rooms

Room

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

Get the number of rooms region contains.

RoomPosition

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

ViewPoint

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

+ NetAF.Commands

Property Value

([NetAFCommands.html](#))

| Type | Description |
|-----------------------|-------------|
| + NetAF.Conversations | |

Instructions

VisibleWithoutDiscovery

([NetAFConversations.html](#))

Get if the current region is visible without discovery.

+ NetAF.Extensions

Declaration

([NetAFExtensions.html](#))

+ NetAF.Interpretation

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

([NetAFInterpretation.html](#))

+ NetAF.Logic

Property Value

([NetAFLLogic.html](#))

Type

+ NetAF.Rendering

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

([NetAFRendering.html](#))

| Type | Description |
|-------------------|-------------|
| + NetAF.Rendering | |

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.



Declaration

+ NetAF.Assets.Interaction

```
public bool AddRoom(Room room, int x, int y, int z)  
(NetAF.Assets.Interaction.html)
```

NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

Direction

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

The room to add.

Exit

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Assets.Locations.Exit.html)

x

The x position within the region.

Matrix

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

y

The y position within the region.

Overworld

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

z

The z position within the region.

Region (NetAF.Assets.Locations.Overworld.html)

Returns

Region

Type (NetAF.Assets.Locations.Region.html)

Type

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

(NetAF.Assets.Locations.Room.html)

Description

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Examine(ExaminationScene)

(NetAF.Assets.Locations.ViewPoint.html)

Examine this object.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

```
public override ExaminationResult Examine(ExaminationScene scene)  
(NetAF.Conversations.html)
```

NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Name

Description

scene

The scene this object is being examined from.

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

(NetAF.Logic.html)

Description

A ExaminationResult detailing the examination of this object.

NetAF.Rendering

(NetAF.Rendering.html)

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

GetAdjoiningRoom(Direction)



Get an adjoining room to the Region.CurrentRoom property.

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public Room GetAdjoiningRoom(Direction direction)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Direction

| Type | Name | Description |
|--|-----------|--------------------------------------|
| NetAF.Assets.Locations.Direction. Exit Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.Exit.html) | direction | The direction of the adjoining Room. |

Matrix

Returns

(NetAF.Assets.Locations.Matrix.htm

| Type | Description |
|---|---------------------|
| @overworld (NetAF.Assets.Locations.Overworld.html) | The adjoining Room. |

Room (NetAF.Assets.Locations.Room.html)

Region

(NetAF.Assets.Locations.Region.html)

GetAdjoiningRoom(Direction, Room)

RoomPosition

Get an adjoining room to a room

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

GetAdjoiningRoom(Direction direction, Room room)

(NetAF.Commands.html)

Parameters

NetAF.Conversations

| Type | Name | Description |
|---|-----------|--------------------------------------|
| NetAF.Conversations.html | | |
| + NetAF.Conversations.Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction of the adjoining room. |

Instructions

| | | |
|---|------|-----------------------------------|
| Room (NetAF.Assets.Locations.Room.html) | room | The room to use as the reference. |
|---|------|-----------------------------------|

(NetAF.Conversations.Instruct)

NetAF.Extensions

| Type | Description |
|-----------------------|-------------|
| NetAF.Extensions.html | |

+ NetAF.Interpretation (NetAF.Assets.Locations.Room.html)

| | |
|-----------------------------|---------------------|
| (NetAF.Interpretation.html) | The adjoining room. |
|-----------------------------|---------------------|

NetAF.Logic

GetPositionOfRoom(Room)

(NetAF.Logic.html)

Get the position of a room.

NetAF.Rendering

(NetAF.Rendering.html)

Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

Parameters

| Type | Name | Description |
|---|------|-------------|
| Room (NetAF.Assets.Locations.Room.html) + NetAF.Assets.Interaction | room | The room. |

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

| Type | Description |
|--|---------------------------|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) Direction | The position of the room. |

(NetAF.Assets.Locations.Direction.
Exit

JumpToRoom(int, int, int)

Matrix
Jump to a room
(NetAF.Assets.Locations.Matrix.html)

Overworld
Declaration
(NetAF.Assets.Locations.Overworld)

```
public bool JumpToRoom(int x, int y, int z)
(NetAF.Assets.Locations.Region.html)
```

Room
Parameters
(NetAF.Assets.Locations.Room.html)

| Type | Name | Description |
|---|------|-----------------------------|
| RoomPosition (NetAF.Assets.Locations.RoomPos) | x | The x location of the room. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y location of the room. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The z location of the room. |

Returns
NetAF.Conversations

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

Instructions

(NetAF.Conversations.Instruct)

Move(Direction)

NetAF.Extensions
(NetAF.Extensions.html)

Move in a direction.

+ NetAF.Interpretation

Declaration
(NetAF.Interpretation.html)

+ NetAF.Logic

public bool Move(Direction direction)

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Returns

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

SetStartRoom(Room)

(NetAF.Assets.Locations.html)

Set the room to start in.

Direction
Declaration

(NetAF.Assets.Locations.Direction.html)

Exit

public void SetStartRoom(Room room)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type (NetAF.Assets.Locations.Overworld.html)

Region Room (NetAF.Assets.Locations.Room.html)

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

SetStartRoom(int, int, int)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Set the room to start in.

ViewPoint

Declaration (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

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

Instructions

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

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

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

ToMatrix()

(NetAF.Interpretation.html)

Get this region as a 3D matrix of rooms.

+ NetAF.Logic

Declaration (NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public Matrix ToMatrix()
```

Returns

| Type | Description |
|---|------------------------------|
| Matrix (NetAF.Assets.Locations.Matrix.html) | This region, as a 3D matrix. |

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

TryFindRoom(string, out Room)

- **NetAF.Assets.Locations**

TryFindRoom(string name, out Room room)

Declaration

(NetAF.Assets.Locations.Direction.

Exit
public bool TryFindRoom(string name, out Room room)
(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

| Type | Name | Description |
|--|------|-----------------|
| Overworld (NetAF.Assets.Locations.Overworld.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | name | The rooms name. |

Region
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

Room

(NetAF.Assets.Locations.Room.htm

Returns

RoomPosition

| Type | Description |
|---|--|
| NetAF.Assets.Locations.RoomPos ViewPoint bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.ViewPoin | True if the room could be found, else false. |

+ **NetAF.Commands**

(NetAF.Commands.html)

UNLOCKDOORPair(Direction)

+ **NetAF.Conversations**

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

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public void UnlockDoorPair(Direction direction)

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Direction (NetAF.Assets.Locations.Direction.html)

(NetAF.Interpretation.html)

Returns

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

| Type | Description |
|--|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the door pair could be unlocked, else false. |

Implements

IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html))

- **NetAF.Assets.Locations**

↳ Room

↳ **(NetAF.Assets.Locations.html)**

Implements

Direction

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

([NetAF.Assets.Locations.Direction.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Direction.html))

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

Exit

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

([NetAF.Assets.Locations.Exit.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Exit.html))

Inherited Members

Matrix

([NetAF.Assets.Locations.Matrix.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Matrix.html))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination))

([NetAF.Assets.Locations.Overworld.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Overworld.html))

ExaminableObject.ToString()

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString))

Region

ExaminableObject.Identifier

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier))

([NetAF.Assets.Locations.Region.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Region.html))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description))

([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands))

([NetAF.Assets.Locations.RoomPos.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.RoomPos.html))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes))

([NetAF.Assets.Locations.ViewPoin.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.ViewPoin.html))

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible))

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

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

+ **NetAF.Conversations.Instruct**

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

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

↳ **(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

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

↳ **(NetAF.Interpretation.html)**

+ **NetAF.Logic**

↳ **(NetAF.Logic.html)**

Constructors

+ **NetAF.Rendering**

↳ **(NetAF.Rendering.html)**

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

Declaration

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

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- Direction

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Locations.Direction.html)

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

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Initializes a new instance of the Room class.

Region

Declaration

(NetAF.Assets.Locations.Region.html)

Room

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

RoomPosition

ViewPoint

Parameters

(NetAF.Assets.Locations.ViewPoint.html)

- Type

NetAF.Commands

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Commands.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Room(string, string, params Exit[])

+ NetAF.Extensions

Initializes a new instance of the Room class.

Parameters

NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

| Type | Name | Description |
|--|--------------------|---------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | This rooms identifier. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i> | This rooms description. |
| Exit (NetAF.Assets.Locations.Exit.html)[] | <i>exits</i> | The exits from this room. |

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

Initializes a new instance of the Room class.

(NetAF.Assets.Locations.html)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public Room(string identifier, string description, Exit[] exits = null, params Item  
[  
Exit  
[  
Items  
](NetAF.Assets.Locations.Exit.html)
```

Matrix

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

| Type | Name | Description |
|--|--------------------|---------------------------|
| Overworld (NetAF.Assets.Locations.Overworld) | | |
| Region string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | This rooms identifier. |
| Region (NetAF.Assets.Locations.Region.html) | <i>description</i> | This rooms description. |
| Room string (https://learn.microsoft.com/dotnet/api/system.string) | | |
| Exit (NetAF.Assets.Locations.Room.html)[] | <i>exits</i> | The exits from this room. |
| RoomPosition Item (NetAF.Assets.Item.html)[] | | |
| RoomPosition (NetAF.Assets.Locations.RoomPosition) | <i>items</i> | The items in this room. |

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Properties

(NetAF.Commands.html)

+ NetAF.Conversations

Characters

(NetAF.Conversations.html)

Get the characters in this Room.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

```
public NonPlayableCharacter[] Characters { get; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

EnteredRoom

(NetAF.Rendering.html)

Description

Get which direction this Room was entered from.

Declaration

```
public Direction? EnteredFrom { get; }
```



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Direction (NetAF.Assets.Locations.Direction.html)?

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Exits

Direction

(NetAF.Assets.Locations.Direction.

Exit

Get the exits.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

overworld[] Exits { get; }

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

Exit

(NetAF.Assets.Locations.Exit.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

HasBeenVisited

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get if this location has been visited.

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html) { get; }

+ **NetAF.Conversations.**

Property Value

Instructions

Type

(NetAF.Conversations.Instruct

Description

+ **NetAF.Extensions**

(NetAF.Extensions.html) (System.Boolean)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Interaction

(NetAF.Interpretation.html)

Get or set the interaction.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

InteractionCallback

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

(NetAF.Rendering.html)

Property Value

| Type | Description |
|---|-------------|
| InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) | |

▼
this[Direction]
+ NetAF.Assets.Interaction

Get NetAF
(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Direction
(NetAF.Assets.Locations.Direction.html)

Parameters

| Type | Name | Description |
|--------|------|-------------|
| Matrix | | |

Direction (NetAF.Assets.Locations.MatrixDirection.html)

direction

The direction of an exit.

Overworld

Property Value

Region

Type (NetAF.Assets.Locations.Region.html)

Room (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

Items

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get the items in this Room.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

```
{ get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

| Type | Instructions | Description |
|------|-------------------------------|-------------|
| | (NetAF.Conversations.Instruct | |

Item (NetAF.Assets.Item.html)]

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Get all unlocked exits.

- NetAF.Logic

(NetAF.Logic.html)

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

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

| Type | Description |
|---|-------------|
| Exit (NetAF.Assets.Locations.Exit.html)[] | |

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

AddCharacter(NonPlayableCharacter)

- NetAF.Assets.Locations

Add a character to this room.

(NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.

```
public void AddCharacter(NonPlayableCharacter character)
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

character

The character to add.

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

Add a view point to this room.

(NetAF.Assets.Locations.ViewPoin

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Instructions

Exit (NetAF.Assets.Locations.Exit.html)

Name

Description

exit

The exit to add.

+ NetAF.Extensions

AddItem(Item)

(NetAF.Extensions.html)

Add an item to this room.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public void AddItem(Item item)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

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

CanMove(Direction)

Test if a move is possible.

(NetAF.Assets.Interaction.html)
Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

Parameters (NetAF.Assets.Locations.Direction.html)

| Type | Name | Description |
|---|------------------|------------------------|
| Exit (NetAF.Assets.Locations.Exit.html) | | |
| Matrix (NetAF.Assets.Locations.Direction.html) | <i>direction</i> | The direction to test. |

Returns Overworld

(NetAF.Assets.Locations.Overworld.html)

| Type | Description |
|--|---|
| Region (NetAF.Assets.Locations.Region.html) | If a move in the specified direction is possible. |

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

ContainsCharacter(NonPlayableCharacter, bool)

Get if this Room contains a character.
(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

| Type | Name | Description |
|---|-----------------------------------|---|
| Instructions (NetAF.Conversations.Instruct.html) | <i>character</i> | The character. |
| bool (NetAF.Assets.Characters.NonPlayableCharacter.html) | <i>includeInvisibleCharacters</i> | Specify if invisible characters should be included. |

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

| Type | Description |
|--------------------------------|---|
| bool (NetAF.Rendering.html) | True if the item is in this room, else false. |

ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)  
+ NetAF.Assets.Interaction  
(NetAF.Assets.Interaction.html)
```

Parameters

| Type | Name | Description |
|---|----------------------------|---|
| string Direction (https://learn.microsoft.com/dotnet/api/system.net.http.headers.direction) Exit (NetAF.Assets.Locations.Exit.html) | characterName | The character name to check for. |
| bool Matrix (https://learn.microsoft.com/dotnet/api/system.net.http.headers.matrix) Overworld (NetAF.Assets.Locations.Overworld.html) | includeInvisibleCharacters | Specify if invisible characters should be included. |

Returns

| Type | Description |
|---|---|
| Room (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Room.html) | True if the item is in this room, else false. |

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ContainsExit(Direction, bool)

(NetAF.Assets.Locations.ViewPoint.html)
Get if this Room contains an exit.

+ NetAF.Commands

Declaration

```
(NetAF.Commands.html)
```

+ NetAF.Conversations

```
bool ContainsExit(Direction direction, bool includeInvisibleExits = false)  
(NetAF.Conversations.html)
```

Parameters

+ NetAF.Conversations.

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

+ NetAF.Interpretation

```
(NetAF.Interpretation.html)
```

Returns

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

+ NetAF.Rendering

```
(NetAF.Rendering.html)
```

ContainsExit(bool)

Get if this Room contains an exit.

Declaration

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

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

| Type | Name | Description |
|--|-----------------------|--|
| b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) Direction lean (NetAF.Assets.Locations.Direction. Exit | includeInvisibleExits | Specify if invisible exits should be included. |

Returns
(NetAF.Assets.Locations.Exit.html)

| Type | Description |
|--|--------------------------------------|
| Matrix (NetAF.Assets.Locations.Matrix.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Overworld (NetAF.Assets.Locations.Overworld. Region (NetAF.Assets.Locations.Region.html) Room | True if the exit exists, else false. |

ContainsInteractionTarget(string)

Get if this Room contains a Room target.

RoomPosition

Declaration
(NetAF.Assets.Locations.RoomPos

ViewPoint

public bool ContainsInteractionTarget(string targetName)

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

| Type | Name | Description |
|-----------------------|------|-------------|
| + NetAF.Conversations | | |

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

targetName

The name of the target to check for.

+ NetAF.Conversations.

Returns

Instructions

Type
(NetAF.Conversations.Instruct

Description

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

True if the target is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

ContainsItem(Item)

(NetAF.Interpretation.html)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

+ NetAF.Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public bool ContainsItem(Item item)
```

Parameters

| Type | Name | Description |
|---|------|------------------------|
| Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction | item | The item to check for. |

(NetAF.Assets.Interaction.html)

Returns

| Type | Description |
|---|---|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) | True if the item is in this room, else false. |

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

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

ContainsItem(string, bool)

Matrix

Get if this Room contains an item.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

| Type | Name | Description |
|---|-----------------------|--|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | itemName | The item name to check for. |
| string newPoint (https://learn.microsoft.com/dotnet/api/system.string) | includeInvisibleItems | Specify if invisible items should be included. |

+ NetAF.Commands

bool
(NetAF.Commands.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

TypeInstructions

(NetAF.Conversations.Instruction)

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Examine(ExaminationScene)

+ NetAF.Interpretation

HasNetAFInterpretation

(NetAF.Interpretation.html)

NetAFLogic

(NetAF.Logic.html)

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

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

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

Returns

| Type | Description |
|---|---------------------------------|
| + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) | The result of this examination. |

NetAF.Assets.Locations

Oversets
(NetAF.Assets.Locations.html)

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

FindCharacter(string, out NonPlayableCharacter)

Matrix

(NetAF.Assets.Locations.Matrix.html)

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

Overworld

Declaration
NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html#NetAF_Assets_Locations_Region_FindCharacter(string characterName, out NonPlayableCharacter character))

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

| Type | Name | Description |
|---|---------------|---------------------|
| NetAF.Assets.Locations.RoomPosition | characterName | The character. |
| ViewPoint string (https://learn.microsoft.com/dotnet/api/system.string) | character | The character name. |

+ NetAF.Commands

(NetAF.Commands.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Instructions

(NetAF.Conversations.Instruct)

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Extensions.html)

Find a character.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic
FindCharacter(string characterName, out NonPlayableCharacter character, bool includeInvisibleCharacters)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

| Type | Name | Description |
|--|-----------------------------------|---|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>characterName</i> | The character name. |
| NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html) | <i>character</i> | The character. |
| - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html) | <i>includeInvisibleCharacters</i> | Specify if invisible characters should be included. |

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

| Type | Description |
|--|----------------------------------|
| Exit (NetAF.Assets.Locations.Exit.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Matrix | True if the character was found. |

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)
Region

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

Room

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

RoomPosition

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

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

| Type | Name | Description |
|--|------------------------------|---|
| (NetAF.Commands.html) | | |
| Direction (NetAF.Assets.Locations.Direction.html) | <i>direction</i> | The exits direction. |
| + NetAF.Conversations bool (NetAF.Conversations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) | <i>includeInvisibleExits</i> | Specify if invisible exists should be included. |

+ **NetAF.Conversations.**

Instructions
Exit ([NetAF.Assets.Locations.Exit.html](#))
(NetAF.Conversations.Instruct.html)

Returns

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

FindInteractionTarget(string, out IInteractWithItem)
([NetAF.Logic.html](#))

Find an interaction target.

+ **NetAF.Rendering**

Declaration ([NetAF.Rendering.html](#))

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

Parameters

| Type | Name | Description |
|--|------------|-------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | targetName | The targets name. |
| IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) | target | The target. |

- NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

FndItem(string, out Item)

(NetAF.Assets.Locations.Matrix.html)

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

(NetAF.Assets.Locations.Overworld)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

| Type | Name | Description |
|--|----------|--|
| viewPoint | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | itemName | The items name. This is case insensitive |

+ NetAF.Commands

(NetAF.Commands.html)

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

(NetAF.Commands.Instruct.html)

+ NetAF.Extensions

FindItem(string, out Item, bool)

(NetAF.Extensions.html)

Find an item

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

| Type | Name | Description |
|---|------------------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>itemName</i> | The items name. |
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item. |
| bool + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |

- NetAF.Assets.Locations

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

| Type | Direction | Description |
|--|---|-----------------------------|
| bool bool + NetAF.Assets.Locations.Exit (NetAF.Assets.Locations.Exit.html) | NetAF.Assets.Locations.Direction.html | True if the item was found. |

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

Matrix

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

Overworld

HasLockedExitInDirection(Direction, bool)

Get if [NetAF.Assets.Locations.LockedExit](#) in a specified direction.

Region

Declaration

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

Room

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

= RoomPosition

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

ViewPoint

Parameters

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

Type

+ NetAF.Commands

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

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

bool

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Returns

Instructions

| Type | Name | Description |
|---|------------------|-------------------------|
| (NetAF.Conversations.Instruct.html) | <i>direction</i> | The direction to check. |

+ NetAF.Extensions

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

If there is a locked exit in the specified direction.

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

+ NetAF.Interpretation

HasUnlockedExitInDirection(Direction, bool)

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

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Parameters

| Type | Name | Description |
|--|------------------------------|--|
| + NetAF.Assets.Interaction Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Interaction.html) bool | <i>direction</i> | The direction to check. |
| - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean (NetAF.Assets.Locations.html) | <i>includeInvisibleExits</i> | Specify if invisible exits should be included. |

Direction

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

| Type | Description |
|--|---|
| Exit (NetAF.Assets.Locations.Exit.html) | If there is a unlocked exit in the specified direction. |

Overworld

(NetAF.Assets.Locations.Overworld)

Region

Interact(Item)
(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPos)

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint)

Parameters

NetAF.Commands

| Type | Name | Description |
|--|-------------|----------------------------|
| + NetAF.Conversations (NetAF.Conversations.html) | <i>item</i> | The item to interact with. |

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations**.

Type

Instructions

(NetAF.Conversations.Instruct)

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

Description

The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

MovedInto(Direction?)

+ **NetAF.Interpretation**

Handle an item into the Game location.

(NetAF.Interpretation.html)

Declarations

NetAF.Logic

(NetAF.Logic.html)

public void MovedInto(Direction? fromDirection)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

| Type | Name | Description |
|---|---------------|---|
| Direction (NetAF.Assets.Locations.Direction.h tml) ? | fromDirection | The direction movement into this Room is from. Use null if there is no direction. |

+ **NetAF.Assets.Interaction**

RemoveCharacter(NonPlayableCharacter)

NetAF.Assets.Locations

Remove a character from the room.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction.  
public void RemoveCharacter(NonPlayableCharacter character)  
Exit  
(NetAF.Assets.Locations.Exit.html)
```

Parameters

| Type | Name | Description |
|--|------|-------------|
| Overworld (NetAF.Assets.Locations.Overworld.html) | | |

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

(NetAF.Assets.Locations.Region.ht

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

RemoveExit(Exit)

Remove an exit from the room.

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

```
public void RemoveExit(Exit exit)  
(NetAF.Commands.html)
```

+ **NetAF.Conversations**

Parameters

(NetAF.Conversations.html)

| Type | Name | Description |
|---|------|---------------------|
| Exit (NetAF.Assets.Locations.Exit.html) | exit | The exit to remove. |

Instructions

(NetAF.Conversations.Instruct

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Extensions.html)

Remove an interaction target from the room.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** *IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)*

(NetAF.Logic.html)

Parameters

NetAF.Rendering

(NetAF.Rendering.html)

| Type | Name | Description |
|---|--------|-----------------------|
| IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) | target | The target to remove. |

Returns

| Type | Description |
|---|------------------------------------|
| + IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) | The target removed from this room. |

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

RemoveItem(item)

(NetAF.Assets.Locations.html)

Removes item from the room.

Declaration
 Exit

(NetAF.Assets.Locations.Exit.html)
 public void RemoveItem(Item item)

(NetAF.Assets.Locations.Matrix.htm

Parameters

Region (NetAF.Assets.Locations.Overworld.html)

Type Region

Item (NetAF.Assets.Item.html)

Name item

Description The item to remove.

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Specify a conditional description of this room.
(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

 public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Name

Description

Instructions

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

description

The description of this room.

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Implements

(NetAF.Extensions.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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

(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>)
(NetAF.Assets.Locations.Matrix.htm)

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

Overworld

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

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

Region

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

(NetAF.Assets.Locations.Region.htm)

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

Room

Assembly: NetAF

(NetAF.Assets.Locations.Room.htm)

Syntax

(NetAF.Assets.Locations.RoomPos

ViewPoint

public class RoomPosition

(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

(NetAF.Commands.html)

Constructors

+ NetAF.Conversations

(NetAF.Conversations.html)

RoomPosition(Room, Int, Int, Int)

+ NetAF.Conversations.

Initializes a new instance of the RoomPosition class.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

public RoomPosition(Room room, int x, int y, int z)

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

Type

Name

Description

+ NetAF.Logic

Room (NetAF.Assets.Locations.Room.html)

room

The room/

(NetAF.Logic.html)

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

x

The x position of the room.

+ NetAF.Rendering

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

y

The y position of the room.

(NetAF.Rendering.html)

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

z

The z position of the room.

+ NetAF.Rendering.Frame

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

| Type | Description |
|-----------------------------------|-------------|
| NetAF.Assets.Locations.Direction. | |

| | |
|---|--|
| Exit Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Locations.Exit.html) | |
|---|--|

Matrix

(NetAF.Assets.Locations.Matrix.htm

X Overworld

(NetAF.Assets.Locations.Overworld

Get the X position of the room.

Region

Declaration

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

Property Value

| | |
|--|--|
| Type (NetAF.Assets.Locations.ViewPoin | |
|--|--|

Description

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Conversations

Y (NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

{ get; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

| | |
|-------------------------------------|--|
| Type (NetAF.Interpretation.html) | |
|-------------------------------------|--|

Description

+ NetAF.Logic

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

(NetAF.Logic.html)

+ NetAF.Rendering

Z (NetAF.Rendering.html)

Get the Z position of the room.

+ NetAF.Rendering.Frame

Declaration

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

Property Value

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

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

Methods

| | |
|---|---|
| (NetAF.Assets.Direction.Exit.html) | Direction Exit |
| IsAtPosition(int, int, int) | IsAtPosition Matrix |
| Get if this RoomPosition is at position. | (NetAF.Assets.RoomPosition.html) |
| Overworld Declaration | (NetAF.Assets.Locations.Overworld) |
| Region | Region public bool IsAtPosition(int x, int y, int z) (NetAF.Assets.Locations.Region.html) |
| Room | Room (NetAF.Assets.Locations.Room.html) |

| | | | |
|---|--|-----------------|-------------|
| RoomPosition Type | (NetAF.Assets.Locations.RoomPosition.html) | Name | Description |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The X position. | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The Y position. | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The Z position. | |

Related

| | |
|--|--|
| NetAF.Conversations.html | Description |
| + NetAF.Conversations | bool (https://learn.microsoft.com/dotnet/api/system.boolean) |
| Instructions | True if this is at the position, else false. |
| NetAF.Conversations.Instruct | |
| + NetAF.Extensions | (NetAF.Extensions.html) |
| + NetAF.Interpretation | (NetAF.Interpretation.html) |
| + NetAF.Logic | (NetAF.Logic.html) |
| + NetAF.Rendering | (NetAF.Rendering.html) |
| + NetAF.Renderina.Frame | |

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

(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>)
(NetAF.Assets.Locations.Matrix.htm)

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

Overworld

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

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

Region

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

Assembly: NetAF.dll

Syntax

RoomPosition

(NetAF.Assets.Locations.RoomPosition.cs)
public sealed class ViewPoint : RoomPosition

ViewPoint

(NetAF.Assets.Locations.ViewPoint.cs)

+ NetAF.Commands

(NetAF.Commands.html)

Properties

+ NetAF.Conversations

(NetAF.Conversations.html)

Any

+ NetAF.Conversations.

Get if there is a view in any direction.

Instructions

Declaration

(NetAF.Conversations.Instruct.cs)

+ NetAF.Extensions

public bool Any { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

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

(NetAF.Logic.html)

+ NetAF.Rendering

Any (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Interaction.html) - bool (NetAF.Assets.Locations.html) | |

(NetAF.Assets.Locations.html)

Direction

AnyVisited

Exit

Get if there is a view in any direction.

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

```
public bool AnyVisited { get; }
```

(NetAF.Assets.Locations.Overworld)

Region

Property Value

| Type | Description |
|--|-------------|
| Room (NetAF.Assets.Locations.Room.htm | |

bool

([RoomPosition](#).microsoft.com/dotnet/api/system.boolean)

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

this[Direction]

+ NetAF.Commands

Get the room that lies in a specified direction.

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

Declaration

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

Parameters

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

Type

+ NetAF.Extensions

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

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

+ NetAF.Interpretation

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

Type

+ NetAF.Logic

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

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

+ NetAF.Rendering

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

+ NetAF.Renderina.Frame

Get a view point representing no view.

Declaration

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

Property Value

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Assets.Interaction.html) | |

- \ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Methods

(NetAF.Assets.Locations.Exit.html)

Matrix

Create(Region)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Create a new ViewPoint

(NetAF.Assets.Locations.Overworld.html)

Declaration

(NetAF.Assets.Locations.Region.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

| Type | Name | Description |
|---|------|-------------|
| (NetAF.Assets.Locations.ViewPoint.html) | | |

+ NetAF.Commands

(NetAF.Commands.html)

Returns

| Type | Description |
|-----------------------|-----------------|
| (NetAF.Commands.html) | The view point. |

+ NetAF.Conversations

(NetAF.Conversations.html)

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Conversations.Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Renderina.Frame

Namespace NetAF.Commands

Classes

Filter by title ▾

CustomCommand (NetAF.Commands.CustomCommand.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Interfaces

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ICommand (NetAF.Commands.ICommand.html)

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

Delegates

(NetAF.Commands.html)

CustomCommand

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

CustomCommandCallback

Provides a callback for custom commands.

(NetAF.Commands.CustomCommandCallback.html)

ICommand

(NetAF.Commands.ICommand.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.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

+ **NetAFAssets.Characters**

I CustomCommand

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

Implements

+ **NetAFAssets.Interaction**

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

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

+ **NetAFAssets.Locations**

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

object.Equals(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\(system-object-system-object\)](#))

CustomCommand

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

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

CustomCommandCallback

([NetAFCommands.CustomCommandCallback.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](#))

ICommand

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

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

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

+ **NetAF.Conversations**

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

Syntax

+ **NetAF.Conversations.**

public class CustomCommand : ICommand, IPlayerVisible

Instructions

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

+ **NetAF.Extensions**

Constructors

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

+ **NetAF.Interpretation**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

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

Initializes a new instance of the CustomCommand class.

+ **NetAF.Logic**

Delegation

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

+ **NetAF.Rendering**

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

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

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

| Type | Name | Description |
|--|------------------------|--|
| CommandHelp (NetAF.Interpretation.CommandHelp.html) | <i>help</i> | The help for this command. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) NetAF.Assets.Attributes.html | <i>isPlayerVisible</i> | If this is visible to the player. |
| CustomCommandCallback + NetAF.Assets.Characters (NetAF.Commands.CustomCommandCallback.html) NetAF.Assets.Characters.html | <i>callback</i> | The callback to invoke when this command is invoked. |

+ NetAF.Assets.Interaction

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

Properties

+ NetAF.Assets.Locations

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

Arguments

- NetAF.Commands

Get or set the arguments.
[\(NetAF.Commands.html\)](#)

Declaration
CustomCommand

```
    (NetAF.Commands.CustomCommand)
    CustomCommandCallback
    public string[] Arguments { get; set; }
    (NetAF.Commands.CustomCommand)
```

ICustomCommand

Property Value

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

Help

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

Get the help for this command.

+ NetAF.Extensions

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

+ NetAF.Interpretation

```
    public CommandHelp Help { get; }
```

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

+ NetAF.Logic

Property Value

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

Type

+ NetAF.Rendering

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

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

+ NetAF.Rendering.Frame

Builders

IsPlayerVisible

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set if this is visible to the player.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

Description

| Type | Description |
|------|-------------|
| | |

| Type | Description |
|------|-------------|
| | |

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

Property Value

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Attributes.html) | |

+ NetAF.Assets.Characters

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

Methods

+ NetAF.Assets.Interaction

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

Invoke(Game)

+ NetAF.Assets.Locations

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

Invoke the command.

NetAF.Commands

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

public Reaction Invoke(Game game)

CustomCommand
CustomCommandCallback

Parameters

(NetAF.Commands.CustomCommand)

| Type | Name | Description |
|---|------|------------------------------------|
| Command (NetAF.Commands.ICommand.html) | game | The game to invoke the command on. |

+ NetAF.Conversations

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

| Type | Description |
|--|---------------|
| NetAF.Conversations. Instructions (NetAF.Assets.Interaction.Reaction.html) | The reaction. |

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

Implements

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

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

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

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction CustomCommandCallback(Game game, string[] arguments)

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

| T(NetAF.Assets.Locations.html) | Name | Description |
|---|-----------|---|
| - Game (NetAF.Commands.Game.html) | game | The game to invoke the command on. |
| string (NetAF.Commands.html) (https://clean-command.com/dotnet/api/system.string) | arguments | The arguments to invoke the command with. |
| CustomCommandCallback | | |

Returns

NetAF.Commands.CustomCommand

| Type (NetAF.Commands.ICommand.html) | Description |
|---|------------------------------|
| Reaction (NetAF.Assets.Interaction.Reaction.html) | The reaction to the command. |

+ 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.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

- NetAF.Commands

(NetAF.Commands.html)

Invoke(Game)

CustomCommand

Invoke the command.

CustomCommandCallback

Declaration

(NetAF.Commands.CustomCommand.cs)

ICommand

(NetAF.Commands.ICommand.cs)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Name

Description

Instruction (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

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

The reaction.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

Namespace NetAF.Conversations

Classes

Filter by title

NetAF.Assets.Characters

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Characters.html)

Represents a conversation.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Assets.Items

(NetAF.Assets.Locations.html)

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.html)

Represents a paragraph in a conversation.

- NetAF.Conversations

Response (NetAF.Conversations.Response.html)

Provides a response to a conversation.

(NetAF.Conversations.ConversationActionCallback.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Enumeration of participants in a conversation.

(NetAF.Conversations.Paragraph.html)

Participant

Delegates

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Instructions

Provides a callback that can be used in conversations invoking actions.

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Class Conversation

Represents a conversation.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Interaction**

↳ Conversation

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

Inherited Members

+ **NetAF.Assets.Locations**

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

([NetAF.Assets.Locations.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.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) Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

LogItem

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

public sealed class Conversation

Paragraph

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

Participant

Constructors

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

Response

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

Conversation(params Paragraph[])

+ **NetAF.Conversations.**

Instructions

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

Declaration

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

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

+ **NetAF.Interpretation**

Parameters

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

Type

+ **NetAF.Logic**

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

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

+ **NetAF.Rendering**

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

Properties

+ **NetAF.Rendering.Frame**

Builders

| Name | Description |
|------------|-----------------|
| paragraphs | The paragraphs. |

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

(NetAF.Assets.Characters.htm)

Property Value

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Log

(NetAF.Commands.html)

Get the log.

- NetAF.Conversations

Declaration

(NetAF.Conversations.html)

Conversation

```
public LogItem[] Log { get; }
```

(NetAF.Conversations.Conversatio

ConversationActionCallback

Property Value

(NetAF.Conversations.Conversatio

Type

(NetAF.Conversations.LogItem.htm

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

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Paragraphs

Get the current paragraph in the conversation.

NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
ions { get; }
```

Properties { get; }

NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

NetAF.Interpretation

(NetAF.(NetAF.Interpretations)Paragraph.html)[]

NetAF.Logic

(NetAF.Logic.html)

Methods

NetAF.Rendering

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

| Type | Name | Description |
|---|------|-------------|
| (NetAF.Assets.Characters.html) Game (NetAF.Logic.Game.html) (NetAF.Assets.Interaction.html) | game | The game. |

Returns

+ NetAF.Assets.Locations

| Type | Description |
|--|---------------------------|
| (NetAF.Assets.Locations.html) (NetAF.Commands.html) | The reaction to the line. |

- NetAF.Conversations

Respond(Response, Game)

Conversation

Declaration

```
public Reaction Respond(Response response, Game game)  
LogItem  
(NetAF.Conversations.LogItem.html)
```

Parameters

| Type | Name | Description |
|--|----------|---------------|
| Participant | response | The response. |
| Response (NetAF.Conversations.Response.html) | response | The response. |
| Game (NetAF.Logic.Game.html) | game | The game. |

+ NetAF.Conversations.

Returns

Instructions

| Type | Description |
|--------------------------------|-------------------------------|
| (NetAF.Conversations.Instruct) | The reaction to the response. |

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

* **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

public delegate void ConversationActionCallback(Game game)
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Parameters

(NetAF.Commands.html)

Type

- **NetAF.Conversations**

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

| | Name | Description |
|--|------|-------------------------------------|
| | game | The game to invoke the callback on. |

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.Rendering**

(NetAF.Rendering.html)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

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

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

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

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

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

- [NetAF.Conversations](#)
([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>)

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

Assembly: [NetAF.dll](#)

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

Syntax

LogItem

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

public sealed class LogItem

Paragraph

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

Participant

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

Response

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

Constructors

+ [LogItem\(Participant, string\)](#)
([NetAF.Conversations.html](#))

Instructions

Initializes a new instance of the LogItem class.

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

Declaration

+ [NetAF.Extensions](#)
([NetAF.Extensions.html](#))

([NetAF.Extensions.html](#)) (Participant participant, string line)

+ [NetAF.Interpretation](#)
([NetAF.Interpretation.html](#))

Parameters

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

Type

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

([NetAF.Logic.html](#)) (Participants.Participant.html)

Name

Description

participant

The participant.

line

The line.

+ [NetAF.Rendering](#)
([NetAF.Rendering.html](#))

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

+ [NetAF.Rendering.Frame](#)
([NetAF.Rendering.FrameBuild](#))

Properties

Line

Get the line.



Declaration

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

(NetAF.Assets.Interaction.html)

Properties

NetAF.Assets.Locations

| Type | Description |
|-------------------------------|-------------|
| (NetAF.Assets.Locations.html) | |

```
+ System.String Location { get; }
```

(NetAF.Commands.html)

- NetAF.Conversations

Participant

(NetAF.Conversations.html)

Get the participant.

(NetAF.Conversations.ConversationActionCallback)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

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

(NetAF.Conversations.LogItem.html)

Property Value

(NetAF.Conversations.Paragraph.html)

| Type | Description |
|--|-------------|
| (NetAF.Conversations.Participant.html) | |

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

↳ **NetAF.Assets.Interaction** (https://learn.microsoft.com/dotnet/api/system.object)

↳ Paragraph
(NetAF.Assets.Interaction.html)

Inherited Members

+ **NetAF.Assets.Locations**

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

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

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 (https://learn.microsoft.com/NetAF.Conversations.html)

Assembly: NetAF.dll

(NetAF.Conversations.Conversatio

Syntax

LogItem

(NetAF.Conversations.LogItem.htm
public sealed class Paragraph

Paragraph
(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

Constructors

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

Instructions

(NetAF.Conversations.Instruct

Represents a paragraph in a Conversation.

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstr
uction instruction, string name = "")

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters

(NetAF.Logic.html)

| Type | Name | Description |
|------|------|-------------|
|------|------|-------------|

+ **NetAF.Rendering**

string

(NetAF.Rendering.html)

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

line

Specify the line.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuild

| Type | Name | Description |
|---|-------------|--|
| ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html) | action | Specify any action to be carried out with this line. |
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | instruction | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| + NetAF.Assets.Interaction string (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string) | name | Specify the name of the paragraph. |
| + NetAF.Assets.Locations (NetAF.Assets.Locations.html) | | |

+ **NetAF.Commands**
Paragraph(string, ConversationActionCallback, string)
[\(NetAF.Commands.html\)](#)

Initializes a new instance of the Paragraph class.

- **NetAF.Conversations**

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

```
Conversation
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

Parameters
LineItem
Type
[\(NetAF.Conversations.LogItem.html\)](#)

| Type | Name | Description |
|---|--------|--|
| Paragraph string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Paragraph.html) | line | Specify the line. |
| ConversationActionCallback Participant (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Participant.html) | action | Specify any action to be carried out with this line. |
| Response string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Response.html) | name | Specify the name of the paragraph. |

+ **NetAF.Conversations.**

Instructions
Paragraph(string, IEndOfParagraphInstruction, string)
[\(NetAF.Conversations.Instruct.html\)](#)

Initializes a new instance of the Paragraph class.

+ **NetAF.Extensions**

Declaration
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
string line, IEndOfParagraphInstruction instruction, string name = ""
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Parameters
[\(NetAF.Logic.html\)](#)

| Type | Name | Description |
|---|------|-------------------|
| + NetAF.Rendering string (NetAF.Rendering.html) (https://learn.microsoft.com/dotnet/api/system.string) | line | Specify the line. |
| + NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder.html) | | |

| Type | Name | Description |
|---|--------------------|--|
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>name</i> | Specify the name of the paragraph. |

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Paragraph(string, string)

(NetAF.Assets.Locations.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

- public Paragraph(string line, string name = "")

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Conversation

| Type | Name | Description |
|---|-------------|------------------------------------|
| ConversationActionCallback string (https://learn.microsoft.com/dotnet/api/system.string) | <i>line</i> | Specify the line. |
| LogItem string (https://learn.microsoft.com/dotnet/api/system.string) | <i>name</i> | Specify the name of the paragraph. |

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Action

+ NetAF.Conversations.

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

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

public ConversationActionCallback Action { get; set; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property value

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

ConversationActionCallback ([NetAF.Conversations.ConversationActionCallback.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.ConversationActionCallback.html))

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Responder

Get if a response is possible.

Builders

Declaration

(NetAF.Rendering.FrameBuild

```
public bool CanRespond { get; }
```

Property Value

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html) Instruction

+ NetAF.Assets.Locations

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Property Value

Conversation

| Type | Description |
|---|-------------|
| (NetAF.Conversations.ConversationActionCallback) IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | |

LogItem

(NetAF.Conversations.LogItem.html)

Line

(NetAF.Conversations.Paragraph.html)

Get Participant.

(NetAF.Conversations.Participant.html)

Declaration

Response

(NetAF.Conversations.Response.html)

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

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruction.html)

Type

+ NetAF.Extensions

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

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Name

+ NetAF.Logic

Get the name.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

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

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

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

Responses

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

+ NetAF.Assets.Interaction

Declaration

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

+ NetAF.Assets.Locations

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

Property Value

+ NetAF.Commands

Type

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

Description

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

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

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.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Commands**

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

- **NetAF.Conversations**

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

Conversation

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

| Name | Description |
|----------------------------|---|
| ConversationActionCallback | (NetAF.Conversations.ConversationActionCallback.html) |
| OtherLogItem | Any other participant. |
| Player | (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.Rendering**

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

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

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

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

Inherited Members

+ [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.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](#))

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

ConversationActionCallback

Assembly: [NetAF.dll](#) ([NetAF.Conversations.ConversationActionCallback.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))
public sealed class Response

Paragraph

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

Participant

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

Constructors

Response

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

Response(string)

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

Instructions

Initializes a new instance of the Response class.

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

Declaration

+ [NetAF.Extensions](#) ([NetAF.Extensions.html](#))

([NetAF.Extensions.html](#)) line)

+ [NetAF.Interpretation](#)

Parameters

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

Type

+ [NetAF.Logic](#) ([NetAF.Logic.html](#))

string ([https://learn.microsoft.com/dotnet/api/system.string](#)) | line | The line to trigger this response.

+ [NetAF.Rendering](#)

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

Response(string, IEndOfParagraphInstruction)

+ [NetAF.Rendering.Frame](#)

Provides a response to a conversation.

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

| Type | Name | Description |
|---|------|------------------------------------|
| string | line | The line to trigger this response. |
| + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.net.af.assets.interaction.html) | | |

| Type | instruction | Description |
|--|-------------|--|
| + NetAF.Assets.Location (NetAF.Assets.Location.html) | | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |

+ NetAF.Commands

(NetAF.Commands.html)

- NetAF.Conversations

Properties

(NetAF.Conversations.html)

Conversation

Instruction
(NetAF.Conversations.Conversation.html)

ConversationActionCallback

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

LogItem
(NetAF.Conversations.LogItem.html)

Declaration

Paragraph

Participant
(NetAF.Conversations.Paragraph.html)

Participant
(NetAF.Conversations.Participant.html)

Properties

Type
(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the line.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

Line { get; }

(NetAF.Logic.html)

Properties

NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

| Type | Description |
|--|-------------|
| + NetAF.Rendering.Frame (https://learn.microsoft.com/dotnet/api/system.string) | |

| Type | Description |
|--|-------------|
| + NetAF.Rendering.Frame (https://learn.microsoft.com/dotnet/api/system.string) | |

▼

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

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

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

- **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.Rendering**
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

[IEndOfParagraphInstruction](#)

+ [NetAF.Assets.Interaction](#)

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

An end of paragraph instruction that shifts paragraphs based on a callback.

+ [NetAF.Assets.Locations](#)

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

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

+ [NetAF.Commands](#)

An end of paragraph instruction that shifts paragraphs to the start.

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

+ [NetAF.Conversations](#)

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

An end of paragraph instruction that shifts paragraphs based on an absolute index.

- [NetAF.Conversations](#).

Instructions

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

An end of paragraph instruction that shifts paragraphs based on a delta.

ByCallback

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

First

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

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

An end of paragraph instruction that shifts paragraphs to the end.

Last

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

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

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Jump

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

Last

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

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

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Next

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

Previous

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

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

An end of paragraph instruction that repeats.

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

ToName

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

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

An end of paragraph instruction that shifts paragraphs based on a name.

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [Characteristics](#)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

[\(NetAF.Assets.interaction.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ ByCallback

[\(NetAF.Assets.Locations.html\)](#)

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

[\(NetAF.Commands.html\)](#)

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Conversations.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations**

equals(system-object-system-object)

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[\(NetAF.Conversations.Instruct.html\)](#)

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>)

First

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

GoTo

Syntax

[\(NetAF.Conversations.Instructions.html\)](#)

IEndOfParagraphInstruction

public sealed class ByCallback : IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.html\)](#)

Last

Constructors

[\(NetAF.Conversations.Instructions.html\)](#)

Next

[\(NetAF.Conversations.Instructions.html\)](#)

Previous

Create [\(NetAF.Conversation\)](#) of the ByCallback class.

Repeat

Declaration

[\(NetAF.Conversations.Instructions.html\)](#)

ToName

public ByCallback(Func<IEndoFParagraphInstruction> callback)

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ **NetAF.Interpretation**

Func<[\(NetAF.Interpretation.html\)](#)>

IEndOfParagraphInstruction

+ **NetAF.Logic**

>[\(NetAF.Logic.html\)](#)

| Type | Name | Description |
|---|----------|---|
| Func< (NetAF.Interpretation.html) > | callback | The callback that decides the instruction to use. |

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)

Property Value
+ **NetAF.Commands**

Type
(NetAF.Commands.html)

Description

Func<<https://learn.microsoft.com/dotnet/api/system.func-1>> Callback { get; }

+ **NetAF.Conversations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

Methods

[NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions](#).First)

Get the index of the next paragraph.

GoTo

Declaration
NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

p([NetAF.Conversations.Instruction](#) current, Paragraph[] paragraphs)

Jump

([NetAF.Conversations.Instructions](#).Parameters)

Last

| Type | Name | Description |
|---|------------|-------------------------------|
| NetAF.Conversations.Instructions .Next | current | The current paragraph. |
| NetAF.Conversations.Instructions .Paragraph | paragraphs | The collection of paragraphs. |

Repeat

Returns
(NetAF.Conversations.Instructions)

Type
toName

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Implements

+ **NetAF.Interpretation**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

▼

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.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 First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)

First

+ NetAF.Commands

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

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.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.Instruct](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

([NetAF.Conversations.Instruct](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instruct](#)

public sealed class First : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instruct](#)

Last

([NetAF.Conversations.Instruct](#)

Next

[Methods](#)

([NetAF.Conversations.Instruct](#)

Previous

[GetIndexOfNext\(Paragraph, Paragraph\[\]\)](#)

Repeat

Get the index of next paragraph.

ToName

Declaration

([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

[\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

ENDOFAssetLocations
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **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.Rendering**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GoTo

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax

IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class GoTo : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

Constructors

Next

 (NetAF.Conversations.Instructions.

 Previous

GoTo(int)

 (NetAF.Conversations.Instructions.

 Repeat

Create a new instance of the GoTo class.

 (NetAF.Conversations.Instructions.)

Declaration

 (NetAF.Conversations.Instructions.

 + public GoTo(int index)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

Name

Description

index The index of the next paragraph.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Properties

Index

Get the index.



Declaration

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Conversations

(NetAFConversations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

- NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Methods

ByCallback

(NetAF.Conversations.Instructions.

End

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

(NetAF.Conversations.Instructions.

Type

Next

Name

Description

(NetAF.Conversations.Instructions.Paragraph.html)

current

The current paragraph.

Previous

Paragraph (NetAFConversations.Paragraph.html[])

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

+ NetAF.Extensions

(NetAFExtensions.html)

Implements

+ NetAF.Interpretation

(NetAFInterpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Logic

(NetAFLogic.html)

+ NetAF.Rendering

(NetAFRendering.html)

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

([NetAF.Assets.Locations.html](#))

Syntax

+ **NetAF.Commands**

([NetAFCommands.html](#))

 public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

 NetAF.Conversations.

 Instructions

 ([NetAF.Conversations.Instruct](#)

GetIndexOfNext(Paragraph, Paragraph[])

 By callback

 ([NetAF.Conversations.Instructions.](#)

 Get the index of the next paragraph.

 First

 Declaration

 GoTo

 ([NetAF.Conversations.Instructions.](#)

 int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

 IEndOfParagraphInstruction

 ([NetAF.Conversations.Instructions.](#)

Parameters

 Jump

| Type | Name | Description |
|---|---------|------------------------|
| NetAF.Conversations.Instructions. | | |
| Last Paragraph (NetAF.Conversations.Paragraph.html) | current | The current paragraph. |

 Next

 Paragraph (NetAF.Conversations.Paragraph.html)[]

 ([NetAF.Conversations.Instructions.](#)

 Previous

 Returns

 ([NetAF.Conversations.Instructions.](#)

 Type Repeat

 ([NetAF.Conversations.Instructions.](#)

 int (<https://learn.microsoft.com/dotnet/api/system.int32>) ToName

 ([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Jump

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

↳ [\(NetAF.Conversations.Instructions\)](#)

Jump

public sealed class Jump : IEndOfParagraphInstruction
↳ [\(NetAF.Conversations.Instructions\)](#)

Last

↳ [\(NetAF.Conversations.Instructions\)](#)

Constructors

Next

↳ [\(NetAF.Conversations.Instructions\)](#)

Previous

[Jump\(int\)](#)

Repeat

Create a new instance of the Jump class.
↳ [\(NetAF.Conversations.Instructions\)](#)

Declaration

↳ [\(NetAF.Conversations.Instructions\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Parameters

+ [NetAF.Interpretation](#)

Type: [\(NetAF.Interpretation.html\)](#)

Name

Description

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

delta

The delta to shift paragraphs by.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Properties

Delta

Get the delta.



Declaration

+ NetAF.Assets.Locations

([NetAFAssetsLocations.html](#))

public int Delta { get; }

+ NetAF.Commands

([NetAFCommands.html](#))

+ NetAF.Conversations

([NetAFConversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- NetAF.Conversations.

Instructions

([NetAFConversations.Instruct](#)

Methods

ByCallback

([NetAF.Conversations.Instructions.](#)

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Conversations.Instructions.](#)

Get the index of the next paragraph.

([NetAF.Conversations.Instructions.](#)

Declaration

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Conversations.Instructions.](#)

Parameters

([NetAF.Conversations.Instructions.](#)

Type Next

Name

Description

([NetAF.Conversations.Instructions.](#)

current

The current paragraph.

Previous

Paragraph ([NetAFConversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

Repeat

Returns

([NetAF.Conversations.Instructions.](#)

Type ToName

([NetAF.Conversations.Instructions.](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

([NetAFExtensions.html](#))

Implements

+ NetAF.Interpretation

([NetAFInterpretation.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Logic

([NetAFLogic.html](#))

+ NetAF.Rendering

([NetAFRendering.html](#))

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

+ **NetAF.Assets.Locations**
[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Next

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Jump:

public sealed class Next : IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Last

↳ (NetAF.Conversations.Instructions)

Next

Methods

↳ (NetAF.Conversations.Instructions)

Previous

↳ (NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

↳ (NetAF.Conversations.Instructions)

Get the index of the next paragraph.

↳ ToName

↳ (NetAF.Conversations.Instructions)

Declaration:

+ 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.Rendering

(NetAF.Rendering.html)

| Type | Name | Description |
|--|------------|-------------------------------|
| Paragraph (NetAF.Conversations.Paragraph.html) | current | The current paragraph. |
| Paragraph (NetAF.Conversations.Paragraph.html)[] | paragraphs | The collection of paragraphs. |

(NetAF.Rendering.html)

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

+ **NetAF.Assets.Locations**
[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Previous

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Jump

public sealed class Previous : IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Last

↳ (NetAF.Conversations.Instructions)

Next

Methods

↳ (NetAF.Conversations.Instructions)

Previous

↳ (NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

↳ (NetAF.Conversations.Instructions)

Get the index of the next paragraph.

↳ ToName

↳ (NetAF.Conversations.Instructions)

Declaration:

+ 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.Rendering

↳ (NetAF.Rendering.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.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Repeat

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Jump

public sealed class Repeat : IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Last

↳ (NetAF.Conversations.Instructions)

Next

Methods

↳ (NetAF.Conversations.Instructions)

Previous

↳ (NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

↳ (NetAF.Conversations.Instructions)

Get the index of the next paragraph.

↳ ToName

↳ (NetAF.Conversations.Instructions)

Declaration:

+ 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.Rendering

(NetAF.Rendering.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.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ToName

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#))

Assembly: [NetAF.dll](#)

Syntax: [IEndOfParagraphInstruction](#)

(NetAF.Conversations.Instructions.)

Jump

public sealed class ToName : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.)

Last

(NetAF.Conversations.Instructions.)

Constructors

Next

(NetAF.Conversations.Instructions.)

Previous

[ToName\(string\)](#)

Create a new instance of the ToName class.

(NetAF.Conversations.Instructions.)

Declaration

ToName

(NetAF.Conversations.Instructions.)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Parameters

+ [NetAF.Interpretation](#)

[Type](#)

[\(NetAF.Interpretation.html\)](#)

| Name | Description |
|------|---------------------------------------|
| name | The name of the paragraph to jump to. |

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Conversations

(NetAFConversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Methods

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

(NetAF.Conversations.Instructions.

Type

Next

Name

Description

Paragraph (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)

current

The current paragraph.

Previous

Paragraph (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)[]

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

| Type | ToName | Description |
|------------------------------------|--------|-------------|
| (NetAF.Conversations.Instructions. | | |

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Extensions

(NetAFExtensions.html)

Implements

+ NetAF.Interpretation

(NetAFInterpretation.html)

+ NetAF.Logic

(NetAFLLogic.html)

+ NetAF.Rendering

(NetAFRendering.html)

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

[DirectionExtensions \(NetAF.Extensions.DirectionExtensions.html\)](#)

Provides extension methods for Directions.

+ [NetAF.Assets.Locations](#)

[StringBuilderExtensions \(NetAF.Extensions.StringBuilderExtensions.html\)](#)

Provides extension methods for StringBuilder.

+ [NetAF.Commands](#)

(NetAF.Commands.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)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringBuilderExtensions

 (NetAF.Extensions.StringBuilderEx

 StringExtensions

 (NetAF.Extensions.StringExtension

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuild

+ [NetAF.Rendering.Frame](#)

Builders.Color

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

I.DirectionExtensions

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Commands**

([NetAF.Commands.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**

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

* **NetAF.Conversations.**

Instructions

Syntax

([NetAF.Conversations.Instruct](#))

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

DirectionExtensions

([NetAF.Extensions.DirectionExtens](#))

StringBuilderExtensions

([NetAF.Extensions.StringBuilderEx](#))

StringExtensions

([NetAF.Extensions.StringExtension](#))

Methods

Inverse(Direction)

([NetAF.Extensions.StringExtension](#))

* **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

public static Direction Inverse(this Direction value)

+ **NetAF.Rendering**

Parameters

([NetAF.Rendering.html](#))

Type

+ **NetAF.Rendering.Frame**

Direction ([NetAF.Assets.Locations.Direction.html](#))

Builders

([NetAF.Rendering.FrameBuilder](#))

Returns

+ **NetAF.Rendering.Frame**

Builders.Color

| | Name | Description |
|------|-------|----------------|
| Type | value | The direction. |

| Type | Description |
|---|------------------------|
| Direction (NetAF.Assets.Locations.Direction.html) | The inverse direction. |

▼

(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.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
- NetAF.Extensions
(NetAF.Extensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtens
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderEx
 - StringExtensions
(NetAF.Extensions.StringExtension
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
Builders.Color

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ `StringBuilderExtensions`
([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Location**

↳ `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.Location.html](#))

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands**

↳ `object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
([NetAF.Commands.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**

↳ `object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
([NetAF.Conversations.html](#))

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

* **NetAF.Conversations.**

Instructions

Syntax
↳ **(NetAF.Conversations.Instruct**

- **NetAF.Extensions**

↳ **(NetAF.Extensions.html)**

 DirectionExtensions

 ↳ **(NetAF.Extensions.DirectionExtens**

 StringBuilderExtensions

 ↳ **(NetAF.Extensions.StringBuilderEx**

 StringExtensions

Methods **EnsureFinishedSentence(StringBuilder)**

↳ **(NetAF.Extensions.StringExtension**

Ensures that string is a finished sentence, ending in either ?, ! or .

+ **NetAF.Interpretation**

↳ **(NetAF.Interpretation.html)**

Declaration

+ **NetAF.Logic**

↳ `public static void EnsureFinishedSentence(this StringBuilder value)`
([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Parameters

↳ **(NetAF.Rendering.html)**

Type

+ **NetAF.Rendering.Frame**

↳ `StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

Builders

↳ **(NetAF.Rendering.FrameBuild**

+ **NetAF.Rendering.Frame**

Builders.Color

| Type | Name | Description |
|---------------|-------|-----------------------|
| StringBuilder | value | The string to finish. |

▼

(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.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ StringExtensions
(NetAF.Assets.Characters.html)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Assets.Location**

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.Location.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands**

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**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

* **NetAF.Conversations.**

Instructions

Syntax

(NetAF.Conversations.Instruct

- **NetAF.Extensions**

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

CaseInsensitiveContains(string, string)

(NetAF.Extensions.StringExtension

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

(NetAF.Interpretation

Declaration

+ **NetAF.Logic**

public static bool CaseInsensitiveContains(this string value, string subString)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

+ **NetAF.Rendering.Frame**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

| Name | Description |
|-----------|---------------------|
| value | The value. |
| subString | The string to seek. |

+ **NetAF.Rendering.Frame**

Returns

Builders.Color

| Type | Description |
|---|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false. |

▼

[EnsureFinishedSentence\(String\)](#)

+ [NetAF.Assets.Characters](#)

Ensure this string is a finished sentence, ending in either ?, ! or .
[\(NetAF.Assets.Characters.html\)](#)

Declaration

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

```
public static string EnsureFinishedSentence(this string value)
```

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [Type](#) [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

+ [NetAF.Conversations](#)

Returns

[\(NetAF.Conversations.html\)](#)

+ [Type](#) [NetAF.Conversations.](#)

[Instruct](#)

Description

The finished string.

[\(NetAF.Conversations.Instruct\)](#)

- [NetAF.Extensions](#)

[EqualsExaminable\(string, IExaminable\)](#)

[\(NetAF.Extensions.html\)](#)

Determine if this string equals an IExaminable.

[DirectionExtensions](#)

Declaration

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderEx\)](#)

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```

[StringExtensions](#)

[\(NetAF.Extensions.StringExtension\)](#)

Parameters

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Name

Description

+ [Type](#) [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

IExaminable ([NetAF.Assets.IExaminable.html](#))

value

The value.

examinable

The examinable.

+ [NetAF.Rendering](#)

Returns

[\(NetAF.Rendering.html\)](#)

+ [Type](#) [NetAF.Rendering.Frame](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

[\(NetAF.Rendering.FrameBuilder\)](#)

+ [NetAF.Rendering.Frame](#)

[EqualsIdentifier\(string, Identifier\)](#)

[Builders.Color](#)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```



Parameters

| (NetAF.Assets.Attributes.html) | Type | Name | Description |
|--|-------------------|------|-----------------|
| + NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html) | <i>value</i> | | The value. |
| Identifier (NetAF.Assets.Identifier.html) | <i>identifier</i> | | The identifier. |

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

Returns

| + NetAF.Assets.Locations | Type | Description |
|---|--|--|
| (NetAF.Assets.Locations.html) | bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if this string equals the identifier, else false. |

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Get an objectifier for a word.

+ **NetAF.Conversations.**

Declaration

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

- **NetAF.Extensions**

Parameters

[\(NetAF.Extensions.html\)](#)

TypeDirectionExtensions

| Type | Description |
|------------------|-------------|
| StringExtensions | |

(NetAF.Extensions.DirectionExtensions)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
StringBuilderExtensions

ReturnsStringExtensions

| Type | Description |
|----------------------------------|-------------|
| NetAF.Extensions.StringExtension | |

+ **NetAF.Interpretation**

| Type | Description |
|--|------------------|
| String (https://learn.microsoft.com/dotnet/api/system.string) | The objectifier. |

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Builders.Color

| Type | Name | Description |
|--|------|--------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | word | The word to check. |

Returns

| Type | Description |
|--|-----------------------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the word is plural. |

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

IsVowel(string)

+ NetAF.Assets.Interaction

Get if a character is a vowel.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public static bool IsVowel(this string value)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value to check.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Type

Description

- NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the character is a vowel.

[\(NetAF.Extensions.html\)](#)

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions

StringExtensions ([\(NetAF.Extensions.StringExtensions.html\)](#))

StringExtensions

Declaration

[\(NetAF.Extensions.StringExtension.html\)](#)

+ NetAF.Interpretation

public static int LineCount(this string value)

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type

Name

Description

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ NetAF.Rendering.Frame

Builders.Color

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

(NetAF.Assets.Attributes.html)

Parameters

+ NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string to ensure isn't finished finish.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The unfinished string.

+ NetAF.Commands

(NetAF.Commands.html)

ToDescription(string)

(NetAF.Conversations.html)

Returns this string as a Description.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruction)

```
public static Description ToDescription(this string value)
```

- NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type
DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

(NetAF.Extensions.StringBuilderExtensions)

Return
StringExtensions

Type
(NetAF.Extensions.StringExtension)

+ NetAF.Interpretation

Description (NetAF.Assets.Description.html)

(NetAF.Interpretation.html)

Description

This string as a description.

+ NetAF.Logic

ToIdentifier(string)

From
NetAF.Rendering

An Identifier.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

(NetAF.Rendering.FrameBuilder)

Parameters

+ NetAF.Rendering.Frame

Builders.Color

| Type | Name | Description |
|--|-------|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The value. |

Returns

| Type | Description |
|---|-------------------------------|
| Identifier (NetAF.Assets.Identifier.html) | This string as an identifier. |

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

ToSentenceCase(string)

+ NetAF.Assets.Interaction

Convert a string to sentence case.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public static string ToSentenceCase(this string value)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Type

Description

- NetAF.Extensions

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Extensions.html\)](#)

The word in sentence case.

ToSpeech(string)

[DirectionExtensions](#)

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

[StringBuilderExtensions](#)

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

[StringExtensions](#)

Declaration

[\(NetAF.Extensions.StringExtension.html\)](#)

+ NetAF.Interpretation

public static string ToSpeech(this string value)

[\(NetAF.Interpretation.html\)](#)

NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type

Name

Description

+ NetAF.Rendering

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Rendering.html\)](#)

value

The value.

Returns

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

Description

The value in sentence case.

+ NetAF.Rendering.Frame

Builders.Color

▼

(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.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Namespace NetAF.Interpretation

Classes

Filter by title ▾

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Assets.Characters.html)

Provides help for a command.

+ NetAF.Assets.Interaction

CustomCommandInterpreter (NetAF.Assets.Interaction.html)

(NetAF.Interpretation.CustomCommandInterpreter.html)

(NetAF.Assets.Locations)

Provides an object that can be used for interpreting custom commands.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.html)

Represents the result of an interpretation.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct)

Represents any object that can act as an interpreter for input.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

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

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp
[\(NetAF.Interpretation.CommandHelp.html\)](#)

+ NetAF.Assets.Locations

Inherited Members

[\(NetAF.Assets.Locations.html\)](#)

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))

[\(NetAF.Commands.html\)](#)

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))

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>)

[\(NetAF.Conversations.Instruct.html\)](#)

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

public sealed class CommandHelp : IEquatable<CommandHelp>

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe.html\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom.html\)](#)

Interpreter

[\(NetAF.Interpretation.CommandHelp\(string, string\).html\)](#)

[\(NetAF.Interpretation.IInterpreter.html\)](#)

Initializes static members of the CommandHelp class.

[\(NetAF.Interpretation.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)(string command, string description)

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

Type

[\(NetAF.Rendering.Frame.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

description

The help.

[+ NetAF.Rendering.Frame.html](#)

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public string Command { get; }
```

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Description

+ NetAF.Conversations

Get the description of the command.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public string Description { get; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

- NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

Methods

Equals(CommandHelp)

InterpretationResult

Indicates whether the current interpretation is equal to another object of the same type.

NetAF.Logic

(NetAF.Logic.html)

```
public bool Equals(CommandHelp other)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

| | | Name | Description |
|--|---|-------|--|
| | CommandHelp (NetAF.Interpretation.CommandHelp.html) | other | An object to compare with this object. |

Returns

| 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](#))

+ **Implements**

 + [NetAF.Assets.Interaction](#)

 ([NetAF.Assets.Interaction.html](#))
IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

+ **NetAF.Assets.Locations**

 ([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

 ([NetAF.Commands.html](#))

+ **NetAF.Conversations**

 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

 ([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

 CommandHelp

 ([NetAF.Interpretation.CommandHe](#))

 CustomCommandInterpreter

 ([NetAF.Interpretation.CustomCom](#))

 IInterpreter

 ([NetAF.Interpretation.IInterpreter.h](#))

 InterpretationResult

 ([NetAF.Interpretation.Interpretation](#))

+ **NetAF.Logic**

 ([NetAF.Logic.html](#))

+ **NetAF.Rendering**

 ([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

 ([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommandInterpreter

+ NetAF.Assets.Interaction

Implements

IInterpreter (<https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.IInterpreter>.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Conversations

(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.Instruct.html)

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax
(NetAF.Extensions.html)

- NetAF.Interpretation

public class CustomCommandInterpreter : IInterpreter

(NetAF.Interpretation.html)

CommandHelp

[\(NetAF.Interpretation.CommandHe...\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr...\)](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht...\)](#)

Properties

SupportedCommands

InterpretationResult

Get an array of all supported commands.

+ NetAF.Logic

Declaration
(NetAF.Logic.html)

public CommandHelp[] SupportedCommands { get; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type
Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Assets.Characters

`public static CommandHelp[] GetContextualCommandHelp(Game game)`

+ NetAF.Assets.Interaction

Parameters

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

Game (NetAF.Logic.Game.html)

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

Returns

[\(NetAF.Commands.html\)](#)

Type

+ NetAF.Conversations

CommandHelp (NetAF.Interpretation.CommandHelp.html)[]

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Interpret(string, Game)

[\(NetAF.Conversations.Instruct.html\)](#)

Interpret a string.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

`public static InterpretationResult Interpret(string input, Game game)`

[\(NetAF.Interpretation.html\)](#)

Parameters

CustomCommandInterpreter (NetAF.Interpretation.CommandHelp.html)

Type CustomCommandInterpreter

string (NetAF.Interpretation.CommandHelp.html)

[\(NetAF.Interpretation.CommandHelp.html\)](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Interpretation.Game.html\)](#)

InterpretationResult

Returns Interpretation (NetAF.Interpretation.Interpretation)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Name

Description

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

- + **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.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - CommandHelp
[\(NetAF.Interpretation.CommandHe](#)
 - CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
 - IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

+ **NetAF.Assets.Characters**

Assembly: NetAF.dll

([NetAF.Assets.Characters.htm](#))
Syntax

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.htm](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Properties

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

SupportedCommands

([NetAF.Conversations.html](#))

Get an array of all supported commands.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct](#))

CommandHelp[] SupportedCommands { get; }

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Property Value

- **Type**

([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#))

Interpreter

Methods

GetContextualCommandHelp(Game)

([NetAF.Interpretation.Interpretation](#))

Get contextual command help for a game, based on its current state.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

CommandHelp[], GetContextualCommandHelp(Game game)

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Parameters

Builders

([NetAF.Rendering.FrameBuilder](#))

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Rendering.Frame**

| Type | Name | Description |
|--|------|-------------|
| Game (NetAF.Logic.Game.html) | game | The game. |

Returns

| Type | Description |
|---|----------------------|
| CommandHelp (NetAF.Interpretation.CommandHelp.html)[] | The contextual help. |

▼ Interpret(string, Game)

+ NetAF.Assets.Characters

Interpret a string.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Interpret(string input, Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

game

The game.

Returns

+ NetAF.Conversations.

Type Instructions

Description

(NetAF.Conversations.Instruct

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

The result of the interpretation.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

↳ InterpretationResult

+ 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)))

+ NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.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.Commands.html](#))

+ NetAF.Conversations

NameSpace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax: [NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public class InterpretationResult
([NetAF.Extensions.html](#))

- NetAF.Interpretation

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe](#)

InterpretationResult(bool, ICommand)

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#)

Represents the result of an interpretation.

IInterpreter

Declaration: [NetAF.Interpretation.IInterpreter.h](#)

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

bool

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Rendering.FrameBuilders

([NetAF.Rendering.FrameBuilder.html](#))

Name

Description

wasInterpretedSuccessfully

If interpretation was successful.

command

The command.

+ NetAF.Rendering.Frame

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public TCommand Command { get; }
```

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Property Value

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)

[\(NetAF.Assets.Locations.html\)](#)

Description

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Fail

+ NetAF.Conversations

Get a default result for failure.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public static InterpretationResult Fail { get; }
```

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Property Value

[\(NetAF.Extensions.html\)](#)

Type

- NetAF.Interpretation

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

[\(NetAF.Interpretation.html\)](#)

Description

WasInterpretedSuccessfully

CustomCommandInterpreter

Get if interpretation was successful.

IInterpreter

Declaration

[\(NetAF.Interpretation.IInterpreter.ht](#)

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Rendering

bool (System.Boolean.html)

Description

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

- + **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.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - CommandHelp
[\(NetAF.Interpretation.CommandHe](#)
 - CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
 - IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**

Namespace NetAF.Logic

Classes

Filter by title

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands

Represents a generator for game assets.

(NetAF.Commands.html)

+ NetAF.Conversations

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Represents the result of an end check.

+ NetAF.Conversations.

Instructions

Game (NetAF.Logic.Game.html)

Represents a game.

+ NetAF.Extensions

(NetAF.Extensions.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ NetAF.Interpretation

Represents a configuration for a game.

(NetAF.Interpretation.html)

- NetAF.Logic

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.html)

Provides a container for game end conditions.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

GameInfo (NetAF.Logic.GameInfo.html)

(NetAF.Logic.EndCheck.html)

Provides information about a game.

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Enums

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

ExitMode (NetAF.Logic.ExitMode.html)

(NetAF.Logic.GameConfiguration.h)

Enumeration of exit modes.

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameEndConditions.h

Enumeration of game states.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameState.html)

Represents the callback used for end checks.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

GameCreationCallback ([NetAF.Logic.GameCreationCallback.html](#))

Represents the callback used for Game creation.

GameSetupCallback ([NetAF.Logic.GameSetupCallback.html](#))

Represents the callback used for Game setup.

OverworldCreationCallback ([NetAF.Logic.OverworldCreationCallback.html](#))

Represents a callback for Overworld creation.

+ NetAF.Conversations

PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

Represents a callback for Player creation.

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

- NetAF.Logic

([NetAF.Logic.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](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AssetGenerator

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator
public sealed class AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Methods

ExitMode

([NetAF.Logic.ExitMode.html](#))

Custom(OverworldCreationCallback, PlayerCreationCallback)

GameConfiguration

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.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Declaration

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)
([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

Type
([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

| Type | Name | Description |
|---------------------------|---------------------------|----------------------------------|
| OverworldCreationCallback | overworldCreationCallback | The overworld creation callback. |
| PlayerCreationCallback | | |

| Type | Name | Description |
|---|-------------------------------|-------------------------------|
| PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html) | <i>playerCreationCallback</i> | The player creation callback. |

Returns

| Type | Description |
|--|---|
| + NetAF.Commands (NetAF.Commands.html) (NetAF.Logic.AssetGenerator.html) | Asset generation that will always return an overworld and a player as defined by the callbacks. |

+ NetAF.Conversations

(NetAF.Conversations.html)

GetOverworld()

Instructions

Get the overworld.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Overworld GetOverworld()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html) GetPlayer()

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Returns

GameCreationCallback

Type

NetAF.Logic.GameCreationCallba

Description

GameEndConditions

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

The player.

(NetAF.Logic.GameEndConditions.h)

GamelInfo

(NetAF.Logic.GamelInfo.html)

New(AssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameSetupCallback)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

| Type | Name | Description |
|--|-------------------|-------------------------|
| IAssetTemplate<Overworld> (NetAF.Commands.html) | overworldTemplate | The overworld template. |
| IAssetTemplate<PlayableCharacter> (NetAF.Characters.html) | playerTemplate | The player template. |

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct)

| Type | Description |
|--|--|
| + NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html) | Asset generation that will always return a new overworld and a new player. |

+ NetAF.Interpretation

(NetAF.Interpretation.html)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

NetAF.Logic

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

ExitMode

(NetAF.Logic.ExitMode.html)

Parameters

| Type | Name | Description |
|------------------------------|----------------|----------------------|
| Game (NetAF.Logic.Game.html) | | |
| GameConfiguration | overworldMaker | The overworld maker. |

OverworldMaker (NetAF.Offices.OverworldMaker.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter> (NetAF.Assets.Characters.PlayableCharacter.html)>

(NetAF.Logic.GameEndConditions)

GameInfo

Return (NetAF.Logic.GameInfo.html)

| Type | Description |
|---|--|
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | Asset generation that will always return a new overworld and a new player. |

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCa

Retained(Overworld, PlayableCharacter)

(NetAF.Logic.PlayerCreationCa

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 (NetAF.Commands.html)

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

Type (NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

Type (NetAF.Conversations.Instruct)

Description

+ NetAF.Extensions

AssetGenerator

Type (NetAF.Extensions.html)

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

- NetAF.Logic

Type (NetAF.Logic.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)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.h)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.h)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
(NetAF.Conversations.html)

+ **NetAF.Conversations**

public delegate EndCheckResult EndCheck(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)
Game (NetAF.Logic.Game.html)

Name

Description

game The game to check for end.

+ **NetAF.Interpretation**

Ref: (NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

Description

EndCheckResult (NetAF.Logic.EndCheckResult.html) Returns a result from the check.

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)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

NetAF Commands

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ EndCheckResult

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

- NetAF.Logic

Assembly: NetAF.dll

(NetAF.Logic.html)

Syntax

AssetGenerator

```
public class EndCheckResult  
EndCheck
```

(NetAF.Logic.EndCheck.html)

EndCheckResult

Constructors

(NetAF.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

EndCheckResult(bool, string, string)

GameConfiguration

Represents the result of an end check.

(NetAF.Logic.GameConfiguration.html)

Declaration

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

```
public EndCheckResult(bool hasEnded, string title, string description)  
(NetAF.Logic.GameEndConditions.html)
```

GameInfo

Parameters

(NetAF.Logic.GameInfo.html)

| Type | | Name | Description |
|---------------------------|---|-------------|------------------------------|
| GameSetupCallback | (NetAF.Logic.GameSetupCallback.html) | | |
| bool | (https://learn.microsoft.com/dotnet/api/system.boolean) | hasEnded | If the game has ended. |
| GameState | (NetAF.Logic.GameState.html) | | |
| string | (https://learn.microsoft.com/dotnet/api/system.string) | title | A title to describe the end. |
| OverworldCreationCallback | (NetAF.Logic.OverworldCreationCallback.html) | | |
| string | (https://learn.microsoft.com/dotnet/api/system.string) | description | A description of the end. |
| PlayerCreationCallback | (NetAF.Logic.PlayerCreationCallback.html) | | |

Properties

Description

Get a description of the end.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Description { get; }
```

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Property Value

| + NetAF.Conversations. | Description |
|-------------------------------|--------------------|
|-------------------------------|--------------------|

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Get **NetAF.Interpretation** to an end.

([NetAF.Interpretation.html](#))

Declaration

- **NetAF.Logic**

([NetAF.Logic.html](#))

AssetGenerator

Property Value

| Type | Description |
|------|--------------------|
|------|--------------------|

EndCheck

([NetAF.Logic.EndCheck.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

NotEnded

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get a default result for not ended.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

gameEndConditionCheckResult NotEnded { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value

([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

endCheckResult ([NetAF.Logic.EndCheckResult.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Title ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get a **NetAF.Logic.PlayerCreationCallback**.

Description

Declaration

```
public string Title { get; }
```

Property Value

| Type | Description |
|---|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.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)

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)
GameConfiguration
(NetAF.Logic.GameConfiguration.h
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

Instructions

([NetAF.Extensions.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Fields

([NetAF.Interpretation.html](#))

| Name | Description |
|---|-----------------------|
| - NetAF.Logic | |
| ExitApplication (NetAF.Logic.html) | Exit the application. |

ReturnToTitleScreen

Return to the title screen.

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Class Game

Represents a game.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Game

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.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.Interpretation.html](#))

Assembly: NetAF.dll

- **NetAF.Logic**

Syntax

([NetAF.Logic.html](#))

AssetGenerator

public sealed class Game
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

ActiveConverser

([NetAF.Logic.Game.html](#))

GameConfiguration

Get the active converser
([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

public IConverser ActiveConverser { get; }
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Type
([NetAF.Logic.GameSetupCallback.html](#))

Description

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Configuration

Get the configuration.

Declaration

```
public GameConfiguration Configuration { get; }
```



Property Value

+ **NetAF.Commands**

Type
[\(NetAF.Commands.html\)](#)

Description

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

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**

[\(NetAF.Logic.html\)](#)

Description

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

Info

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Get the info

[\(NetAF.Logic.EndCheckResult.html\)](#)

Declaration

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

GameInfo (NetAF.Logic.GameInfo.html)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

Property Value

GameCreationCallback

Type
[\(NetAF.Logic.GameCreationCallback.html\)](#)

Description

GameEndConditions

GameInfo (NetAF.Logic.GameInfo.html)

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Introduction

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Get the state

[\(NetAF.Logic.GameState.html\)](#)

Declaration

OverWorldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

```
public string Introduction { get; }
```

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Property Value

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

IsExecuting
Type: [NetAF.Commands](#)

Get the IsExecuting value.
[\(NetAF.Commands.html\)](#)

NetAF Conversations

[\(NetAF.Conversations.html\)](#)

public bool IsExecuting { get; }

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

| Type | Description |
|--------------------|-------------|
| + NetAF.Extensions | |

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Overworld

- NetAF.Logic

Get the overworld.

[\(NetAF.Logic.html\)](#)

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

public Overworld Overworld { get; }

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Property Value

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type: [ExitMode](#)

Description

[\(NetAF.Logic.ExitMode.html\)](#)

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

Player

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Get the player.

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.](#)

Declaration

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

public PlayableCharacter Player { get; }

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

Properties

GameState

Type: [\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

| Type | Description |
|------|-------------|
| | |

Methods

ChangePlayer(PlayableCharacter)

Change to a specified player.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public void ChangePlayer(PlayableCharacter player)
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Parameters

| + NetAF.Conversations. | | Name | Description |
|--|--|---------------|--------------------------|
| Instructions PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Conversations.Instruct.html) | | <i>player</i> | The player to change to. |

+ NetAF.Extensions

C([GameInfo.html](#), AssetGenerator, GameEndConditions,

GameConfiguration, GameSetupCallback)

+ NetAF.Interpretation

Create [NetAF.Interpretation.html](#) instances of a game.

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetG
    AssetGenerator
    enerator assetGenerator, GameEndConditions conditions, GameConfiguration configurati
    on, GameSetupCallback setup = null)
    EndCheck
```

([NetAF.Logic.EndCheck.html](#))

Parameters

EndCheckResult

| Type | Name | Description |
|--|-----------------------|--|
| ExitMode | | |
| GameInfo (NetAF.GameInfo.html) | <i>info</i> | Information about the game. |
| Game (NetAF.Logic.Game.html) string GameConfiguration (https://learn.microsoft.com/dotnet/api/system.string) GameCreationCallback | <i>introduction</i> | An introduction to the game. |
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | <i>assetGenerator</i> | The generator to use to create game assets. |
| GameEndConditions GameInfo (NetAF.Logic.GameEndConditions.html) (NetAF.Logic.GameInfo.html) | <i>conditions</i> | The game conditions. |
| GameSetupCallback (NetAF.Logic.GameSetupCallback.html) | <i>configuration</i> | The configuration for the game. |
| GameState GameSetupCallback (NetAF.Logic.GameState.html) (NetAF.Logic.GameSetupCallback.html) OverworldCreationCallback | <i>setup</i> | A setup function to run on the created game after it has been created. |

([NetAF.Logic.OverworldCreationCallback.html](#))

Returns

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

| Type | Description |
|---|--|
| GameCreationCallback (NetAF.Logic.GameCreationCallback.html) | A new GameCreationHelper that will create a GameCreator with the parameters specified. |

DisplayAbout()

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

public void DisplayAbout()

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

DisplayHelp()

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

public void DisplayHelp()

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

DisplayMap()

(NetAF.Logic.AssetGenerator.html)

EndCheck

Display the map frame.

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

void DisplayMap()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

DisplayTransition(string, string)

GameCreationCallback

Display a transition frame

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

public void DisplayTransition(string title, string message)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Parameter

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

message

The message.

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Execute(GameCreationCallback)

Execute a game.

Declaration

```
public static void Execute(GameCreationCallback creator)
```

+ **Type** [NetAF.Commands](#)

Parameters
[\(NetAF.Commands.html\)](#)

| Type | Name | Description |
|-------------------------------------|----------------|--|
| NetAF.Conversations | <i>creator</i> | The creator to use to create the game. |

Instructions

[\(NetAF.Conversations.Instruct FindInteractionTarget\(string\)\)](#)

+ **Type** [NetAF.Extensions](#)

Find an interaction target within the current scope for this Game.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **Type** [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public IInteractWithItem FindInteractionTarget(string name)
```

- **Type** [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Parameters

| Type | Name | Description |
|---|------|-------------|
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | | |

[string EndCheckLearn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Logic.EndCheck.html\)](#)

Returns

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type [ExitMode](#)

Description

[\(NetAF.Logic.ExitMode.html\)](#)

The first [IInteractWithItem](#) object which has a name that matches the name parameter.

[Game](#) [\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

[GameConfiguration](#)

[\(NetAF.Logic.GameConfiguration.h](#)

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallba](#)

GetAllPlayerVisibleExaminables()

[\(NetAF.Logic.GameEndConditions](#)

Get all examinables that are currently visible to the player.

[GameInfo](#)

Declaration
[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback](#)

[public IGameSetupCallback GetAllPlayerVisibleExaminables\(\)](#)

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

Returns

[OverworldCreationCallback](#)

[\(NetAF.Logic.OverworldCreationCa](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallba](#)

| Type | Description |
|---|---|
| IExaminable (NetAF.Assets.IExaminable.html) [] | An array of all examinables that are currently visible to the player. |

▼

+ **NetAF.Commands**

(NetAF.Commands.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)

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)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#) object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator

public sealed class GameConfiguration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[GameConfiguration\(Size, ExitMode, IIOAdapter\)](#)

Game ([NetAF.Logic.Game.html](#))

Represents a configuration for a game.

[GameConfiguration](#)

Declaration

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Parameters

GameInfo

Type ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Size ([NetAF.Logic.GameSetupCallback.html](#))

Name

Description

displaySize

The display size.

GameState ([NetAF.Logic.GameState.html](#))

exitMode

The exit mode.

ExitMode ([NetAF.Logic.ExitMode.html](#))

adapter

The I/O adapter.

IIOAdapter ([NetAF.Logic.IIOAdapter.html](#))

OverworldCreationCallback

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Properties

Adapter

Get the I/O adapter.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public IIOAdapter Adapter { get; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Description

Instructions

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value ([NetAF.Logic.AssetGenerator.html](#))

Type

([NetAF.Logic.EndCheck.html](#))

Description

EndCheck

([NetAF.Logic.EndCheck.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

DisplayCommandListInSceneFrames

Game ([NetAF.Logic.Game.html](#))

Get or Set if the command list is displayed in scene frames.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value ([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get the display size PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public Size DisplaySize { get; }
```

Property Value

| Type | Description |
|--|-------------|
| Size (NetAF.Assets.Size.html) (NetAF.Commands.html) | |

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get or set the prefix to use when displaying errors.

Instructions

Declaration
(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public string ErrorPrefix { get; set; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- System.String (msdn.microsoft.com/dotnet/api/system.string)

(NetAF.Logic.html)

AssetGenerator

Declaration
ExitMode (NetAF.Logic.AssetGenerator.html)

EndCheck

Get the exit mode
(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration
ExitMode (NetAF.Logic.EndCheckResult.html)

ExitMode

public ExitMode ExitMode { get; }

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

(NetAF.Logic.GameConfiguration.h

Type GameCreationCallback

ExitMode (NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

FrameBuilders (NetAF.Logic.GameInfo.html)

GameSetupCallback

Get or set the collection of frame builders to use to render the game.

(NetAF.Logic.GameSetupCallback.html)

Declaration
GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Collection FrameBuilders { get; set; }

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Property Value
(NetAF.Logic.PlayerCreationCallba

| Type | Description |
|--|-------------|
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) | |

Interpreter

Get or set the interpreter used for interpreting input.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `IInterpreter { get; set; }`

+ NetAF.Conversations.

Property Value

Instructions

Type (NetAF.Conversations.Instruct)

Description

+ NetAF.Extensions (NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

SceneMapKeyType

(NetAF.Interpretation.html)

Get or set the type of key to use on the scene map.

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

`public IKeyAssetGenerator`

EndCheck

(NetAF.Logic.EndCheck.html)

Property Value

EndCheckResult

Type (NetAF.Logic.EndCheckResult.html)

Description

ExitMode

KeyType (NetAF.Rendering.KeyType.html)

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Symbol: `NetAF.Conversations`

Instructions

(NetAF.Conversations.InstructionCallback())

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

A game created by the callback.

- NetAF.Logic

(NetAF.Logic.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)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameEndConditions

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator

public sealed class GameEndConditions

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[GameEndConditions\(EndCheck, EndCheck\)](#)

Game ([NetAF.Logic.Game.html](#))

Provides a container for game end conditions.

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.h](#))

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameState

GameState

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

EndCheck ([NetAF.Logic.GameSetupCallback.html](#))

([NetAF.Logic.EndCheck.html](#))

([NetAF.Logic.GameState.html](#))

EndCheck ([NetAF.Logic.GameState.html](#))

([NetAF.Logic.EndCheck.html](#))

([NetAF.Logic.OverworldCreationCallback.h](#))

OverworldCreationCallback

([NetAF.Logic.PlayerCreationCallback.h](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.h](#))

| Type | Name | Description |
|---|---------------------|--|
| EndCheck (NetAF.Logic.GameSetupCallback.html) | completionCondition | The condition that determines if the game was completed. |
| EndCheck (NetAF.Logic.EndCheck.html) | gameOverCondition | The condition that determines if the game has ended. |

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
+ NetAF.Commands

(NetAF.Commands.html)

```
public EndCheck completionCondition { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Conversations.Instruct

| Description |
|-------------|
|-------------|

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the condition that determines if the game has ended.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

Property Value
(NetAF.Logic.AssetGenerator.html)

| Description |
|-------------|
|-------------|

Type

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NoEnd

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a value for no end.
(NetAF.Logic.GameConfiguration.h

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

GameEndConditions NoEnd { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value
(NetAF.Logic.GameInfo.html)

| Description |
|-------------|
|-------------|

Type

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameEndConditions (NetAF.Logic.GameEndConditions.html)

| Description |
|-------------|
|-------------|

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Get a value for player creation callback result.
(NetAF.Logic.PlayerCreationCallbackResult.NotEnded.

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

| Type | Description |
|---|-------------|
| EndCheck (NetAF.Logic.EndCheck.html) (NetAF.Commands.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)

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)

GameConfiguration
(NetAF.Logic.GameConfiguration.h

GameCreationCallback
(NetAF.Logic.GameCreationCallba

GameEndConditions
(NetAF.Logic.GameEndConditions.

GameInfo
(NetAF.Logic.GameInfo.html)

GameSetupCallback
(NetAF.Logic.GameSetupCallback.

GameState
(NetAF.Logic.GameState.html)

OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameInfo

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator
public sealed class GameInfo
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

[GameInfo\(string, string, string\)](#)

Game ([NetAF.Logic.Game.html](#))

Initializes a new instance of the GameInfo class.
GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))
public GameInfo(string name, string description, string author)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Parameters

GameInfo

| Type | | Name | Description |
|--------|--|-------------|----------------------------|
| | GameSetupCallback | | |
| string | (NetAF.Logic.GameSetupCallback.html) | name | The name of the game. |
| | GameState | | |
| string | (NetAF.Logic.GameState.html) | description | A description of the game. |
| | OverworldCreationCallback | | |
| string | (NetAF.Logic.OverworldCreationCallback.html) | author | A author of the game. |

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Properties

Author

Get the author.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Author { get; set; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Property Value

| + NetAF.Conversations. | Description |
|--|-------------|
| Instructions string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct.html) | |

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get the interpretation game.

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value

| Type | Description |
|--|-------------|
| EndCheck (NetAF.Logic.EndCheck.html) | |

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Name

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get the name of the game.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value

([NetAF.Logic.GameInfo.html](#))

Type GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

| Type | Description |
|---|-------------|
| GameSetupCallback (NetAF.Logic.GameSetupCallback.html) string (https://learn.microsoft.com/dotnet/api/system.string) GameState | |

▼

+ **NetAF.Commands**

([NetAF.Commands.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](#))

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](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

 **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruction) GameSetupCallback(Game game)

 **+ NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

 **+ NetAF.Interpretation**

(NetAF.Interpretation.html)

Name

Description

game

The game to setup.

 **- NetAF.Logic**

(NetAF.Logic.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)**

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))
public enum GameState

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

Fields

[NetAF.Extensions](#)

| Name | Description |
|-------------------------------|--------------|
| + NetAF.Interpretation | |
| Active | Active. |
| - NetAF.Logic | |
| Finished | Finished. |
| NotStarted | Not started. |

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](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruction.html\)](#) OverworldCreationCallback()

+ NetAF.Extensions

Returns

[\(NetAF.Extensions.html\)](#)

Type

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#).Overworld.html)

Description

A generated Overworld.

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Symbol: `PlayerCreationCallback`

Instructions

([NetAF.Conversations.Instruction](#))

+ **NetAF.Extensions**

Returns
(NetAF.Extensions.html)

Type
+ **NetAF.Interpretation**

| | Description |
|--|-----------------------------------|
| P(NetAF.Interpretation.html) | Characters.PlayableCharacter.html |

Character

A generated Player.

- **NetAF.Logic**

(NetAF.Logic.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](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Namespace NetAF.Rendering

Enums

Filter by title

[\(NetAF.Assets.Characters.html\)](#)
KeyType ([NetAF.Rendering.KeyType.html](#))

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

[RegionMapMode](#) ([NetAF.Rendering.RegionMapMode.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Enumeration of region map modes.

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

+ [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.Rendering](#)

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: [NetAF](#) ([NetAF.html](#)) [Rendering](#) ([NetAF.Rendering.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum KeyType

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[Fields](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Description](#)
[\(NetAF.Commands.html\)](#)
Dynamic Dynamic key, only show relevant key items.

+ **NetAF.Conversations**

[Full](#) Full key.
[\(NetAF.Conversations.html\)](#)

[None](#) No key.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: [NetAF](#) ([NetAF.html](#)) [Rendering](#) ([NetAF.Rendering.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum RegionMapMode

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

Detailed Shows rooms at a detailed level.

+ **NetAF.Conversations**

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

[\(NetAF.Conversations.html\)](#)

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

(NetAF.Commands.html)

+ NetAF.Conversations

FrameBuilderCollection

(NetAF.Conversations.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Conversations.

Provides a collection of all of the frame builders required to run a game.

Instructions

(NetAF.Conversations.Instruct

FrameBuilderCollections

(NetAF.Extensions.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

(NetAF.Extensions.html)

Provides a container from frame builder collections.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GruStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

+ NetAF.Logics

for building strings as part of a grid.

(NetAF.Logic.html)

Interfaces

+ NetAF.Rendering

(NetAF.Rendering.html)

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(NetAF.Rendering.Frame

Builders

Represents any object that can build about frames.

(NetAF.Rendering.FrameBuildde

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build completion frames.

(NetAF.Rendering.FrameBuilders.F

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build game over frames.

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build help frames.

(NetAF.Rendering.FrameBuilders.I

RegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build region map frames.

(NetAF.Rendering.FrameBuilders.I

RegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build region map frame builders.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

(NetAF.Commands.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Conversations.html)

Represents any object that can build room maps.

+ NetAF.Conversations.

Instructions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Conversations.Instruct)

Represents any object that can build scene frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Interpretation

Represents any object that can build title frames.

(NetAF.Interpretation.html)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Represents any object that can build transition frames.

+ 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

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(NetAF.Rendering.FrameBuilders.IRoomMapBuilder)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder)

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollection

([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public class FrameBuilderCollection

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuild](#))

Constructors

FrameBuilderCollection

([NetAF.Rendering.FrameBuild](#).F

rameBuilderCollections

FrameBuilderCollection([ITitleFrameBuilder](#), [ISceneFrameBuilder](#),

IRegionMapFrameBuilder, **IHelpFrameBuilder**, **ICompletionFrameBuilder**,

IGameOverFrameBuilder, **IAboutFrameBuilder**, **ITransitionFrameBuilder**,

IConversationFrameBuilder)

IAboutFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

ICompletionFrameBuilder

Declaration

([NetAF.Rendering.FrameBuild](#).I

IConversationFrameBuilder

public FrameBuilderCollection([ITitleFrameBuilder](#) titleFrameBuilder, [ISceneFrameBuild](#)

er sceneFrameBuilder, [IRegionMapFrameBuilder](#) regionMapFrameBuilder, [IHelpFrameBuild](#)

r helpFrameBuilder, [ICompletionFrameBuilder](#) completionFrameBuilder, [IGameOverFrameBu](#)

ilder gameOverFrameBuilder, [IAboutFrameBuilder](#) aboutFrameBuilder, [ITransitionFrameBu](#)

ilder transitionFrameBuilder, [IConversationFrameBuilder](#) conversationFrameBuilder)

([NetAF.Rendering.FrameBuild](#).I

IRegionMapBuilder

Parameters

([NetAF.Rendering.FrameBuild](#).I

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuild](#).I

| 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. |
| + NetAF.Conversations IRegionMapFrameBuilder (NetAF.Conversations.html) | <i>regionMapFrameBuilder</i> | The builder to use for building region map frames. |
| + NetAF.Conversations. Instructions IHelpFrameBuilder (NetAF.Conversations.Instructions.html) | <i>helpFrameBuilder</i> | The builder to use for building help frames. |
| + NetAF.Extensions ICompletionFrameBuilder (NetAF.Extensions.html) | <i>completionFrameBuilder</i> | The builder to use for building completion frames. |
| + NetAF.Interpretation IGameOverFrameBuilder (NetAF.Interpretation.html) | <i>gameOverFrameBuilder</i> | The builder to use for building game over frames. |
| + NetAF.Logic IAboutFrameBuilder (NetAF.Logic.html) | <i>aboutFrameBuilder</i> | The builder to use for building about frames. |
| - NetAF.Rendering.Frame Builders ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) | <i>transitionFrameBuilder</i> | The builder to use for building transition frames. |
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) | <i>conversationFrameBuilder</i> | The builder to use for building conversation frames. |

Properties

AboutFrameBuilder

Get the NetAF rendering frame builder.

Declaration
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

IAboutFrameBuilder

public IAboutFrameBuilder AboutFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
RegionMapFrameBuilder)

+ NetAF.Extensions

Get the builder to use for region map frames.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

Type

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

TitleFrameBuilder

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRemoteFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

| Type | Description |
|---|-------------|
| ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) (NetAF.Commands.html) | |

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get the builder to use for transition frames.

Instructions

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

ITransitionFrameBuilder TransitionFrameBuilder { get; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollections
([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public static class FrameBuilderCollections

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

Default

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Get the default frame builder collection.

IAboutFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Property Value

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Type

NetAF.Rendering.FrameBuilders.IAboutFrameBuilder

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Description

| | |
|--|-------------|
| | Description |
| | |

| | |
|--|--|
| | |
| | |

| | |
|--|--|
| | |
| | |

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I


```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Commands.html) | |

+ NetAF.Conversations

[LineTerminator](#)

Get or set the line terminator.

Instructions

Declaration
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Get or set the line terminator.

Instructions

Declaration
[\(NetAF.Extensions.html\)](#)

Property Value

[NetAF.Interpretation](#)

Type

Description

| | |
|---|--|
| (NetAF.Interpretation.html) | |
| (NetAF.Logic.html) | |

+ NetAF.Rendering

[RightBoundaryCharacter](#)

([NetAF.Rendering.html](#))

Get or set the character used for right boundary.

[NetAF.Rendering.Frame](#)

Builders

Declaration
[\(NetAF.Rendering.FrameBuild](#)

```
public char RightBoundaryCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Property Value
[\(NetAF.Rendering.FrameBuilders.F](#)

Type

Description

| | |
|---|--|
| GridStringBuilder | |
| char (https://learn.microsoft.com/dotnet/api/system.char) IAboutFrameBuilder | |

([NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[DrawBoundary\(AnsiColor\)](#)

([NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Draw the boundary.
([NetAF.Rendering.FrameBuilders.I](#)

Declaration
[RegionMapBuilder](#)

([NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

```
public void DrawBoundary(AnsiColor color)
```

Parameters

| Type | | Name | Description |
|---|--|-------|---------------------------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html) | | color | The color to draw the boundary. |

+ NetAF.Conversations

`DrawCenteredStringWrapped(string, int, int, AnsiColor, out int, out int)`

+ **NetAF Conversations.**
Draw a wrapped string.

Draw & Write Instruction

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAE Extensions

```
    NetwKicksWCentralisedWapped(string value, int startY, int maxWidth, AnsiColor (NETAF.Extensions.html))  
    {  
        string output = string.Empty;  
        int endY = startY + value.Length;  
        int width = value.Length * 8;  
        if (width > maxWidth)  
            width = maxWidth;  
        for (int i = startY; i < endY; i++)  
        {  
            output += value[i];  
            output += " " * (width - value.Length);  
        }  
        return output;  
    }  
}
```

+ NetAF.Interpretation

Parameters

(NetAE.Interpretation.html)

| Type | | Name | Description |
|---|--|----------|------------------------------|
| + NetAF.Logic <i>(NetAF.Logic.html)</i> | string (https://learn.microsoft.com/dotnet/api/system.string) | value | The string. |
| + NetAF.Rendering <i>(NetAF.Rendering.html)</i> | 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.Rendering.Frame <i>(NetAF.Rendering.Frame.html)</i> | frameBuilders.Color.AnsiColor.html | color | The color to draw the text. |
| Builders | int (https://learn.microsoft.com/dotnet/api/system.int32) | endX | The end x position. |
| + NetAF.Rendering.FrameBuilder <i>(NetAF.Rendering.FrameBuilder.html)</i> | int (https://learn.microsoft.com/dotnet/api/system.int32) | endY | The end y position. |

(NetAF.Rendering.FrameBuilders.F

FrameBuilderColl

**DrawHorizontalDivider(int, A
GridStringBuilder)**

GridStringBuilder
Draw a horizontal divider
(NEARLY) Rendering.FrameBuilders.C
IAboutFrameBuilder
Declaration

```
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder public void DrawHorizontalDivider(int y, AnsiColor color) {
```

IConversationFrameBuilder

ParamNetA5.Rendering.FrameBuilders.I

| Type | | Name | Description |
|--|-------|------|---------------------------------|
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) | | | |
| int (HttpFrameBuilders (NetAF.Rendering.FrameBuilders.HttpFrameBuilders.html)) | y | | The y position of the divider. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) GameoverFrameBuilder | color | | The color to draw the boundary. |

RegionMapBuilder (NetAE Rendering FrameBuilders)

(NetFX.RenderEngine) FrameBuilders.IRegionMapFrameBuilder

IRegionMapFrameBuilder

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type
(NetAF.Conversations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Conversations.

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Conversations.Instruct

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

DrawWrapped(string,

NetAF.Logic

(NetAFLogic.html)

Declaration

+ NetAF.Rendering

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

r color, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuild

Type

FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

value

The string.

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

startX

The start x position.

(NetAF.Rendering.FrameBuild

int (https://learn.microsoft.com/dotnet/api/system.int32)

startY

The start y position.

(NetAF.Rendering.FrameBuild

int (https://learn.microsoft.com/dotnet/api/system.int32)

maxWidth

The max width of the string.

(NetAF.Rendering.FrameBuild

AnsiColor (https://learn.microsoft.com/dotnet/api/system.int32)

color

The color to draw the text.

ICompletionFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

endX

The end x position.

ICoverageFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

endY

The end y position.

Flush()

HelpFrameBuilder

(NetAF.Rendering.FrameBuild

Flush the buffer.

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuild

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuild

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.
(NETF.Commands.ntml)

Declaration + NetAF.Conversations

(NetAF.Conversations.html)

+ NetAE Conversations.

Instructions

| (NetAF.Conversations.Instruct Type) | Name | Description |
|--|------|-----------------------------|
| + NetAF.Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html) | x | The x position of the cell. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position of the cell. |

[\(NetAE Interpretation.html\)](#)

| +Type | Description |
|--|-----------------|
| NetAF.Logic (NetAF.Logic.html) | |
| AhsIColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | The cell color. |

+ NetAF.Rendering

(NetAF.Rendering.html)

GetCharacter(int, int)

- NetApp.RU

buf[0] Get a character from the buffer

(NetAF.Rendering.FrameBuilder)

Declaration

FrameBuilderCollection

```
(NetAF.Rendering.FrameBuilders.F  
public char GetCharacter(int x, int y)  
FrameBuilderCollections
```

(NetAF.Rendering.FrameBuilders.F

ParameterStringBuilder

| Type | (NetAF.Rendering.FrameBuilders.C IAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I | Name | Description |
|------|---|------|----------------------------------|
| | | x | The x position of the character. |
| | | y | The y position of the character. |

ConversationFrameBuilder

ICONVERSATION FrameBuilder Returns
NtAE Rendering FrameBuilders In

| Type | Description |
|--|----------------|
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder) | The character. |

(NetAE.Rendering.FrameBuilders.I

IRegionManBuilder

Getting Started

GetNumberOFLines(string, int, Int)
IRegionMapFrameBuilder

RegionMapFrameBuilder

| Type | | Name | Description |
|--|--|------------------|-----------------------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) | | <i>character</i> | The character. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | | <i>color</i> | The color of the character. |

▼

(NetAF.Commands.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.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
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.I

[NetAF.Rendering.FrameBuilders](#)

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**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, Game, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

IFrame Build(string title, Game game, int width, int height)

(NetAF.Rendering.html)

Build a frame.

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

Game (<https://learn.microsoft.com/dotnet/api/system.int32>)

game

The game.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

Returns

IAboutFrameBuilder

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame (<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html>)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

ANNAFRendersFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

FrameBuilderCollection

message

The message to display to the user.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame

(NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

Parameters

| Type | Name | Description |
|---|---------------------------|-------------------------------------|
| FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string)) (NetAF.Rendering.FrameBuilders.F | <i>title</i> | The title to display to the user. |
| GridStringBuilder IConverser (NetAF.Rendering.FrameBuilders.C (NetAF.Assets.Characters.IConverser.html) IAboutFrameBuilder | <i>converser</i> | The converser. |
| CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html) ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I | <i>contextualCommands</i> | The contextual commands to display. |
| int IConversationFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder | <i>width</i> | The width of the frame. |
| int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) | <i>height</i> | The height of the frame. |

(NetAF.Rendering.FrameBuilders.I

ReturnRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

| Type | Description |
|---|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

IFrame Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

Build a frame.

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

| Type | Name | Description |
|--|---------|-------------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | message | The message to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | reason | The reason the game ended. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html))

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

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)
(NetAF.Commands.html)

Assembly: NetAF.dll

Assembly: NetFx.dll + NetFx.Conversations

Syntax ([NetAE Conversations.html](#))

+ **public interface HelpFrameBuilder**

Instructions

(NetAEConversations.Instruct)

+ NetAF.Extensions

Methods (NetAEF Extensions.html)

+ NetAE Interpretation

Build(string, string, CommandHelp[], int, int)
(NetAF.Interpretation.html)

Build a frame

+ NetAF.Logic
Microsoft

(NetAF Logic.html)

+ NetAF.Rendering

```
    iFrame.Build(string title, string description, CommandHelp[] commandHelp, int width,  
(NetAFRendering.html)  
    int height)
```

- **NetAF.Rendering.Frame**

Builders Parameters

| (NetAF.Rendering.FrameBuilderType | Name | Description |
|--|--------------------|--------------------------|
| FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F | <i>title</i> | The title. |
| FrameBuilderCollections string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F | <i>description</i> | The description. |
| CommandHelp (https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.CommandHelp.html)[] CommandHelp | <i>commandHelp</i> | The command help. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder | <i>width</i> | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>height</i> | The height of the frame. |

| Type | Description |
|--|-------------|
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder) | |
| IFrameBuilder (NetAF.Rendering.Frames.IFrame.html) | |

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)
[\(NetAF.Interpretation.html\)](#)

Build a map of a region.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

| Type | Name | Description |
|--|-------------------|--|
| FrameBuilderCollection GridStringBuilder (NetAF.Rendering.FrameBuilders.F (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) GridStringBuilder (NetAF.Rendering.FrameBuilders.F | gridStringBuilder | The string builder to use. |
| Region (NetAF.Assets.Locations.Region.html) (NetAF.Rendering.FrameBuilders.C | region | The region. |
| int IAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system. int32) ICompletionFrameBuilder | x | The x position to start building at. |
| int (NetAF.Rendering.FrameBuilders.I IConversationFrameBuilder (https://learn.microsoft.com/dotnet/api/system. int32) IGameOverFrameBuilder | y | The y position to start building at. |
| int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system. int32) IRegionMapBuilder | maxWidth | The maximum horizontal space available in which to build the map. |
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I | | |

| Type | Name | Description |
|--|------------------|---|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>maxHeight</i> | The maximum vertical space available in which to build the map. |

▼

(NetAF.Commands.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.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
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.I

[NetAF.Rendering.FrameBuilders.I](#)

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**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(Region, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(Region region, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

IFrameBuilderCollection

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

StringBuilder

Return

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

Description

IFrameBuilder

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.IGridStringBuilder)

ConversationBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

GameOverBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

HelpBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

RegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

RegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

RegionMapFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Build a map for a room.

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

 void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

Type

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Rendering.FrameBuilders.C

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Rendering.FrameBuilders.V

AboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

KeyType (NetAF.Rendering.KeyType.html)

(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)

IGameOverFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Name

Description

gridStringBuilder

The string builder to use.

room

The room.

viewPoint

The viewpoint from the room.

key

The key type.

startX

The start position, x.

startY

The start position, x.

endX

The end position, x.

endY

The end position, x.

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ **NetAF.Logic**

Build a frame

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

| Type | Name | Description |
|--|--------------------|--------------------------------------|
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html) | room | Specify the Room. |
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | viewPoint | Specify the viewpoint from the room. |
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | player | Specify the player. |
| string (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) | message | Any additional message. |
| CommandHelp (NetAF.Rendering.FrameBuilders.ICommandHelp.html) | contextualCommands | The contextual commands to display. |
| KeyType (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) | keyType | The type of key to use. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |

Returns

| Type | Description |
|---|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

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**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

IFrame Build(string title, string description, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

GridStringBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string title, string message, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title to display to the user.

FrameBuilderCollection

message

The message to display to the user.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

width

The width of the frame.

FrameBuilderCollections

height

The height of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

GridStringBuilder

IFrame

(NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame

(NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ NetAF.Commands

(NetAF.Commands.html)
ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(NetAF.Conversations.html) frames.

+ NetAF.Conversations.

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

+ Provides a builder of color completion frames.
+ NetAF.Extensions

(NetAF.Extensions.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)
(NetAF.Interpretation.html)

Provides a builder of color conversation frames.

+ NetAF.Logic

(NetAF.Logic.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(NetAF.Rendering.html) game over frames.

+ NetAF.Rendering.Frame

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

- Provides a builder of color help frames.

- NetAF.Rendering.Frame

Builders.Color

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

AnsiColor

Provides a builder for region maps.

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color region map frames.

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

ColorSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

Provides a builder for color scene frames.

ColorTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

Provides a builder of color title frames.

+ NetAF.Commands

(NetAF.Commands.html)

ColorTransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

(NetAF.Conversations.html)

Provides a builder of color transition frames.

+ NetAF.Conversations.

Instruct

(NetAF.Conversations.Instruct)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Extensions.html)

Enumeration of ANSI colors.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Fields

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Black (30).

Blue

Blue (34).

+ **NetAF.Logic**

BrightBlack

Bright black (90).

(NetAF.Logic.html)

BrightBlue

Bright blue (94).

+ **NetAF.Rendering**

BrightCyan

Bright cyan (96).

(NetAF.Rendering.html)

BrightGreen

Bright green (92).

+ **NetAF.Rendering.Frame**

BrightMagenta

Bright magenta (95).

(NetAF.Rendering.FrameBuilders.html)

BrightRed

Bright red (91).

- **NetAF.Rendering.Frame**

Builders.Color

Bright white (97).

BrightYellow

Bright yellow (93).

(NetAF.Rendering.FrameBuilders.Color.html)

Cyan

AnsiColor Cyan (36).

Green

NetAF.Rendering.FrameBuilders.Color.Green Green (32).

ColorAboutFrameBuilder

Magenta

NetAF.Rendering.FrameBuilders.Color.Magenta Magenta (35).

Red

ColorCompletionFrameBuilder Red (31).

(NetAF.Rendering.FrameBuilders.Color.Red.html)

Reset

ColorConversationFrameBuilder Reset (0).

White

NetAF.Rendering.FrameBuilders.Color.White White (37).

ColorGameOverFrameBuilder

Yellow

NetAF.Rendering.FrameBuilders.Color.Yellow Yellow (33).

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.Help.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMap.html)

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.](#)
- **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html\)](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html\)](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html\)](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html\)](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html\)](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Properties

AuthorColor

Get or set the author color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor AuthorColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BackgroundColor

(NetAF.Extensions.html)

Get or set the background color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** BackgroundColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

BorderColor

(NetAF.Rendering.Frame

Builders Color

Get or Set the border color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

DescriptionColor

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

Description

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

NameColor

(NetAF.Conversations.html)

Get or set the name color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

Type

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Methods

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string, Game, int, int)

(NetAF.Rendering.FrameBuilders.C

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

| Type | Name | Description |
|--|---------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>title</i> | The title. |
| + Game (NetAF.Logic.Game.html) | <i>game</i> | The game. |
| (NetAF.Commands.html) | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>width</i> | The width of the frame. |
| + NetAF.Conversations | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>height</i> | The height of the frame. |
| (NetAF.Conversations.html) | | |

Returns

[NetAF.Conversations](#).

| Type | Instructions | Description |
|--|---|-------------|
| (NetAF.Conversations.Instruct) | IFrame (NetAF.Rendering.Frames.IFrame.html) | |

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Implements

+ [NetAF.Interpretation](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders)

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Description

Type

ColorConversationFrameBuilder

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

| Property Value | |
|--|-------------|
| Type | Description |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |
| + NetAF.Commands | |

• NAGS • 45

+ NetAF.Conversations
Methods ([conversations.html](#))

+ NetAE Conversations

Instructions string int int)

Built(String, String, Int, Int)
(NetAF.Conversations.Instruct

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ **NetAEInterpretation**(string message, string reason, int width, int height)

(NetAF.Interpretation.html)

Parameters

NetAF.Log

| Type | | Name | Description |
|---|--|----------------|-------------------------------------|
| + NetAF.Rendering | string (https://learn.microsoft.com/dotnet/api/system.string) | <i>message</i> | The message to display to the user. |
| + NetAF.Rendering.html | string (https://learn.microsoft.com/dotnet/api/system.string) | <i>reason</i> | The reason the game ended. |
| + NetAF.Rendering.FrameBuilders | int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>width</i> | The width of the frame. |
| + NetAF.Rendering.FrameBuilder | int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>height</i> | The height of the frame. |

NetAF.Rendering.Frame

[Builders.Color](#)

Type
(NetAE Rendering FrameBuilder)

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))
AnsiColor

| Builders.Color Type (NetAF.Rendering.FrameBuilder) | Description |
|--|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) AnsiColor | |

ColorAboutFrame Implementation

NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

ICompletionFrameBuilder (NetAF.Renderers)

(NetAF Rendering FrameBuilders Class)

(NetAP.Rendering.FrameBuilders) ColorConversionFrameBuilder

ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C)

ColorGameOverFrameBuilder
(NetAE Rendering FrameBuilders 6)

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

(NetAF.Rendering.FrameBuilders.C
ColorRegionMapBuilder

ColorRegionMapBuilder

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

FrameBuilders.Color (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders

InputColor

NetAF.Rendering.Frame

Builders Color

Get or set the input color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor InputColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

NonPlayerMessageColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the player message color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html) | |

+ NetAF.Conversations PlayerMessageColor (NetAF.Conversations.html)

Get or set the player message color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor PlayerMessageColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Logic (NetAF.Logic.html) | |

ResponseColor

(NetAF.Rendering.html)

Get or set the response color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Type
AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

TitleColor

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.CompletionFrameBuilder)

Get or set the title color.

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

Declaration

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

```
public AnsiColor TitleColor { get; set; }
```

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

Properties

CompletionMapBuilder

(NetAF.Rendering.FrameBuilders.CompletionMapBuilder)

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

Methods

+ NetAF.Commands

B([Build\(string, IConverser, CommandHelp\[\], int, int\)](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Declaration

+ NetAF.Conversations.

[Instructions](#).Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

Type

+ NetAF.Interpretation

string

([NetAF.Interpretation.html](#))

([https://learn.microsoft.com/dotnet/api/system.string](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

IConverser

([NetAF.Assets.Characters.IConverser.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

([NetAF.Interpretation.CommandHelp.html](#))

+ NetAF.Rendering.Frame

Builders

int

([NetAF.Rendering.FrameBuilders](#))

([https://learn.microsoft.com/dotnet/api/system.int32](#))

- NetAF.Rendering.Frame

int

[Builders.Color](#)

([https://learn.microsoft.com/dotnet/api/system.int32](#))

([NetAF.Rendering.FrameBuilders](#))

Returns

AnsiColor

([NetAF.Rendering.FrameBuilders.Color](#))

Type

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

IFrame

([NetAF.Rendering.FrameBuilders.IFrame.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders](#))

Implements

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders](#))

| Type | Description |
|------------------------|-------------|
| ColorAboutFrameBuilder | |

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.](#)
- **NetAF.Rendering.Frame**
 Builders.Color
[\(NetAF.Rendering.FrameBuilders.](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html\)](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html\)](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html\)](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html\)](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html\)](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html) | |

+ NetAF.Conversations

Methods

+ NetAF.Conversations.

Build(string, string, int, int)

(NetAF.Conversations.Instruct.html)

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(string message, string reason, int width, int height)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

| Type | Name | Description |
|---|---------|-------------------------------------|
| + NetAF.Rendering | message | The message to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | reason | The reason the game ended. |
| + NetAF.Rendering.Frame | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |

NetAF.Rendering.Frame

Reference

| Type | Description |
|-------------------------------------|-------------|
| (NetAF.Rendering.FrameBuilder.html) | |

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IColorRegionMapBuilder.html)

NetAF.Rendering.FrameBuilders.IColorRegionMapBuilder.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

CommandColor

NetAF.Rendering.Frame

Builders

Color

Get or set the command color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Ans

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the description color.

(NetAF.Rendering.FrameBuilders.C

Description

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

CommandColor

NetAF.Rendering.Frame

Builders

Color

Get or set the command color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Ans

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the description color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html) | |

DescriptionColor (NetAF.Conversations.html)

Get or set the description color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Interpretation.html) AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

Color

(NetAF.Rendering.FrameBuilder

Type

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

Methods

Build(string, string, CommandHelp[], int, int)

(NetAF.Rendering.FrameBuilders.ColorBuild)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionOverFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

| Type | Name | Description |
|---|--------------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands (NetAF.Commands.html) | <i>title</i> | The title. |
| string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands (NetAF.Commands.html) | <i>description</i> | The description. |
| CommandHelp[] (NetAF.Interpretation.CommandHelp.html) + NetAF.Conversations (NetAF.Conversations.html) | <i>commandHelp</i> | The command help. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations (NetAF.Conversations.html) | <i>width</i> | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations (NetAF.Conversations.html) | <i>height</i> | The height of the frame. |

Instructions

Ref: [NetAF.Conversations.Instruct](#)

| Type | Description |
|---|---|
| NetAF.Extensions (NetAF.Extensions.html) | IFrame (NetAF.Rendering.Frames.IFrame.html) |

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Implements

+ NetAF.Logic

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Project Commands

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

+ NetAF.Commands

(NetAF.Commands.html)

LowerLevel

+ NetAF.Conversations

Get or set the lower level color for lower levels.

Declaration

+ NetAF.Conversations.

Instructions

```
public char LowerLevel { get; set; }
```

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

LowerLevelColor

+ NetAF.Rendering

Get or set the lower level color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public AnsiColor LowerLevelColor { get; set; }
```

(NetAF.Rendering.FrameBuilder.html)

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuilder.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

Players

(NetAF.Rendering.FrameBuilders.Color.Players.html)

ColorCompletionFrameBuilder

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.Color.Players.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.Conversation.html)

ColorGameOverFrameBuilder

```
public char Player { get; set; }
```

(NetAF.Rendering.FrameBuilders.Color.GameOver.html)

ColorHelpFrameBuilder

Properties

(NetAF.Rendering.FrameBuilders.Color.Properties.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMap.html)

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

+ [AnsiColor \(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VerticalBoundary](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for vertical boundaries.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[VisitedBoundaryColor](#)

[Builders](#)

Get or set the room boundary color.

Type [\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

[NetAF.Rendering.Frame](#)

[Builders.Color](#)

public AnsiColor VisitedBoundaryColor { get; set; }

AnsiColor

Property Value [\(NetAF.Rendering.FrameBuilders.C](#)

Type [ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

AnsiColor [\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorGenreOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

Methods

[BuildRegionMap\(GridStringBuilder, Region, int, int, int, int\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



Parameters

+ **NetAF.Commands**

Type
[\(NetAF.Commands.html\)](#)

GridStringBuilder

+ **NetAF.Conversations**

(NetAF.Rendering.FrameBuilders.GridStringBuilder
[\(NetAF.Conversations.html\)](#))

+ **NetAF.Conversations**

Region ([NetAF.Assets.Locations.Region.html](#))

Instructions

int
[\(NetAF.Conversations.Instruct](#)
(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

int
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

int
<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Implements

NetAF.Rendering.Frame

IRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

| Type | Name | Description |
|---|------------------|----------------------------|
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) | regionMapBuilder | A builder for region maps. |

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

public AnsiColor TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ [NetAF.Conversations](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[HorizontalBoundary](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for horizontal boundaries.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

Description

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[HorizontalExitBorder](#)

Builders

Get [\(NetAF.Rendering.FrameBuilders\)](#) the horizontal exit borders.

Declaration

[NetAF.Rendering.Frame](#)

[Builders.Color](#)

```
public char HorizontalExitBorder { get; set; }
```

AnsiColor

Property Value

Type [\(NetAF.Rendering.FrameBuilders.C](#)

Description

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorHelpFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.C](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

[ItemOrCharacterColor](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorHelpFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.C](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

+ NetAF.Commands

(NetAF.Commands.html)

ItemOrCharacterInRoom

+ NetAF.Conversations

Get (NetAF.Conversations.html) presenting there is an item or a character in the room.

Declaration

+ NetAF.Conversations.

Instructions

```
public char ItemOrCharacterInRoom { get; set; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

KeyPadding

+ NetAF.Rendering

Get or set the padding between the key and the map.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public int KeyPadding { get; set; }
```

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

LockedExit

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the character used for representing a locked exit.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

```
public char LockedExit { get; set; }
```

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ [NetAF.Conversations](#)

Char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VisitedExitColor](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the visited exit color.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

Description

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Methods

([NetAF.Rendering.FrameBuilders](#))

[NetAF.Rendering.FrameBuilders.BuildRoomMap](#)

[GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int](#)

in [Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

Build a map for a room.

AnsiColor

Declaration [\(NetAF.Rendering.FrameBuilders\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders\)](#) [GridStringBuilder gridStringBuilder, Room room, ViewPoint v](#)

[in ColorKeyType](#) [FrameBuilder startX, int startY, out int endX, out int endY](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorConversationFrameBuilder

Parameters [\(NetAF.Rendering.FrameBuilders\)](#)

Type [colorGameOverFrameBuilder](#)

Name

Description

[\(NetAF.Rendering.FrameBuilders\)](#)

[gridStringBuilder](#)

The string builder to use.

[GridStringBuilder](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

[Room](#) [\(NetAF.Rendering.FrameBuilders.Room.html\)](#)

[room](#)

The room.

| Type | Name | Description |
|---|------------------|------------------------------|
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | <i>viewPoint</i> | The viewpoint from the room. |
| KeyType (NetAF.Rendering.KeyType.html) | <i>key</i> | The key type. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>startX</i> | The start position, x. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>startY</i> | The start position, x. |
| + NetAF.Commands (NetAF.Commands.html) | <i>endX</i> | The end position, x. |
| + NetAF.Conversations (NetAF.Conversations.html) | <i>endY</i> | The end position, x. |

(NetAF.Conversations.html)

Implements

Instructions

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

NetAF.Rendering.FrameBuilders.Color.html

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

ISceneFrameBuilder ([\(NetAF.Conversations.html\)](#))

Inherited Members

+ NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](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>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

(NetAF.html).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Constructors

- NetAF.Rendering.Frame

Builders.Color

[ColorSceneFrameBuilder\(GridStringBuilder, IRoomMapBuilder\)](#)

AnsiColor

Provides a builder for color scene frames.

[\(NetAF.Rendering.FrameBuilders.Color\)](#)

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAbout\)](#)

ColorComplexSceneFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorComplexScene\)](#)

ColorMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorMap\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversation\)](#)

Parameters

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOver\)](#)

Type: [NetAF.Rendering.FrameBuilders.Color](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelp\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder\)](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMap\)](#)

NetAF.Rendering.FrameBuilders.C

| Type | Name | Description |
|---|-----------------------------------|---|
| NetAF.Rendering.FrameBuilders.GridStringBuilder | gridStringBuilder | A builder to use for the string layout. |

| Type | Name | Description |
|---|----------------|---------------------------------|
| IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html) | roomMapBuilder | A builder to use for room maps. |

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get NetAF.Conversations.html

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

CommandColor

ColorCompletionFrameBuilder

Get or set the commands color.

(NetAF.Rendering.FrameBuild

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuild

ColorGameOverFrameBuilder

public AnsiColor CommandsColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuild

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

NetAF Commands

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html) | |

+ NetAF.Conversations.

Instructions

Methods

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions.

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) ([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Build a frame.

([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

([NetAF.Logic.html](#))
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

| Type | Name | Description |
|--|--------------------|--------------------------------------|
| Builders (NetAF.Rendering.FrameBuilders.html) | | |
| Room (NetAF.Assets.Locations.Room.html) | room | Specify the Room. |
| - ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | viewPoint | Specify the viewpoint from the room. |
| Builders.Color (NetAF.Rendering.FrameBuilders.Color.html) | | |
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | player | Specify the player. |
| string ColorAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html) | message | Any additional message. |
| CommandHelp (NetAF.Rendering.CommandHelp.html) | contextualCommands | The contextual commands to display. |
| ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html) | | |
| KeyType (NetAF.Rendering.KeyType.html) | keyType | The type of key to use. |
| ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html) | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width of the frame. |
| ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html) | height | The height of the frame. |

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Returns

| Type | Description |
|---|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ **NetAF.Commands**
(NetAF.Commands.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.Rendering**
(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders.html)

- **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Ans

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

TitleColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

Property value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

([NetAF.Logic.html](#))

Property value

NetAF.Rendering

([NetAF.Rendering.html](#))

Description

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

MessageColor

([NetAF.Rendering.Frame](#))

Builders Color

Get or set the message color.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

AnsiColor

```
public AnsiColor MessageColor { get; set; }
```

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

CompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.CompletionFrameBuilder.html](#))

Description

Type

ColorConversationFrameBuilder

AnsiColor

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

Get or set the title color.

([NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder.html](#))

TitleColor

([NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder.html](#))

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html) | |

+ NetAF.Conversations

Methods

+ NetAF.Conversations.

Build(string, string, int, int)

(NetAF.Conversations.Instruct.html)

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(string title, string message, int width, int height)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

| Type | Name | Description |
|---|---------|-------------------------------------|
| + NetAF.Rendering | title | The title to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | message | The message to display to the user. |
| + NetAF.Rendering.Frame | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |
| + NetAF.Rendering.FrameBuilder | | |

NetAF.Rendering.Frame

Reference

Builders.Color

Type

Description

(NetAF.Rendering.FrameBuilder.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

(NetAF.Assets.Characters.html)
GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

+ **NetAF.Assets.Interaction** A class for displaying a command based interface.

(NetAF.Assets.Interaction.html)

Interfaces

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Commands.html) An interface for a frame that can display a command based interface.

+ **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.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands**

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](#))

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF.GridTextFrame.html](#))

([NetAF.Interpretation.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Logic.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

| Type | Name | Description |
|---|------------|-------------------------------------|
| GridTextFrameBuilder | builder | The builder that creates the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | 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.Color.AnsiColor.html) | <i>backgroundColor</i> | The background color. |

▼

- [New API reference](#)

[\(NetAF.Assets.Attributes.html\)](#)

Properties

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

AcceptsInput

+ [NetAF.Assets.Interaction](#)

Get a value if this Frame accepts input.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Property Value

+ [NetAF.Conversations](#)

Type

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

BackgroundColor

+ [NetAF.Extensions](#)

Get the background color.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public ANSI_COLOR BackgroundColor { get; }
```

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [Type](#)

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ [NetAF.Rendering](#)

Description

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

[ConsoleRendering.FrameBuilders](#)

[ConsoleRenderingFrame](#)

Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

| Type | Description |
|---|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | |

CursorTop

([NetAF.Assets.Attributes.html](#))

Get the cursor top position.

NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

```
public int CursorTop { 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](#))

ShowCursor

([NetAF.Conversations.html](#))

Get or set if the cursor should be shown.

+ NetAF.Conversations.

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

```
public bool ShowCursor { get; set; }
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Property Value

+ NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

Methods

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Render(IFramePresenter)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Refers to the name of a presenter.

NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

- NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

GridTextFrame

| Type | Name | Description |
|--|-----------|----------------|
| IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html) | presenter | The presenter. |

ToString()

Returns a string that represents the current object.

(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Overrides

(NetAF.Commands.html)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Frame (NetAF.Rendering.Frames.IFrame.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

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](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFrame

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[AcceptsInput.html](#)

- **NetAF.Conversations** accepts input.

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

bool AcceptsInput { get; set; }

Instructions

[\(NetAF.Conversations.Instruct](#)

Property Value

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

CursorLeft ([NetAF.Logic.html](#))

Get the cursor left position.

+ **NetAF.Rendering**

Declaration [\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

int CursorLeft { get; }

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

- **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

CursorTop

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Attributes.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | |

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

+ [NetAF.Assets.Interaction](#)

[ShowCursor](#)
[\(NetAF.Assets.Interaction.html\)](#)

Get or set if the cursor should be shown.
[+ NetAF.Assets.Locations](#)

Declaration

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

`bool ShowCursor { get; set; }`
[\(NetAF.Commands.html\)](#)

[NetAF.Conversations](#)

Type

+ [NetAF.Conversations](#)

`bool (https://learn.microsoft.com/dotnet/api/system.boolean)`

[Instructions](#)

[\(NetAF.Conversations.Instruct\)](#)

+ [NetAF.Extensions](#)

[Methods](#)
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[Render\(IFramePresenter\)](#)
[\(NetAF.Interpretation.html\)](#)

Render this frame on a presenter.

[NetAF.Logic](#)

Declaration

[+ NetAF.Rendering](#)

`void Render(IFramePresenter presenter)`
[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Parameters

[Builders](#)

Type

[\(NetAF.Rendering.FrameBuilder\)](#)

`IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)`

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

- [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

| Name | Description |
|------------------------|----------------|
| <code>presenter</code> | The presenter. |

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)

Namespace NetAF.Rendering.Presenter

Classes

Filter by title

+ [TextWriterPresenter \(NetAF.Rendering.Presenter.TextWriterPresenter.html\)](#)
[\(NetAF.Assets.Characters.html\)](#)

+ [NetAF.Assets.Interaction.TextWriter \(NetAF.Assets.Interaction.html\)](#)
[\(NetAF.Assets.Interaction.html\)](#)

Interfaces

[NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [IFramePresenter \(NetAF.Rendering.Presenter.IFramePresenter.html\)](#)

[\(NetAF.Commands.html\)](#) render a frame.

+ [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.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuild](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[NetAF.Rendering.Presenter](#)

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: [NetAF](#).[NetAF.html](#).Rendering ([NetAF.Rendering.html](#)).Presenter ([NetAF.Rendering.Presenter.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFramePresenter

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Write\(char\)](#) ([NetAF.Commands.html](#))

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

void Write(char value)

[Instructions](#) ([NetAF.Conversations.Instruct](#))

Parameters

+ **NetAF.Extensions**

[Type](#) ([NetAF.Extensions.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Name

Description

value

The character to write.

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[Write\(string\)](#) ([NetAF.Logic.html](#))

Write a string.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

void Write(string value)

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

Implements

([NetAF.Assets.Characters.html](#))

IFramePresenter ([NetAF.Rendering.Presenter.IFramePresenter.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

Name ([NetAF.Conversations.html](#))

Namespace ([NetAF](#)) ([Presentation](#)) ([Rendering](#)) ([Presenter](#)) ([NetAF.Rendering.Presenter.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

public sealed class TextWriterPresenter : IFramePresenter

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF.Interpretation](#))

([NetAF.Interpretation.html](#))

TextWriterPresenter(TextWriter)

([NetAF.Logic.html](#))

Initializes a new instance of the TextWriterPresenter class.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Builders

Color (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

NetAF Rendering Project

| | Name | Description |
|------------|--------|-------------|
| TextWriter | writer | The writer. |

Methods

ToString()

Returns a string that represents the current object.

Declaration

([NetAF.Assets.Attributes.html](#))
public override string ToString()

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

Returns

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands

([NetAF.Commands.html](#))

Write(char)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

public void Write(char value)

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

Write(string)

+ NetAF.Rendering

Write a string.

([NetAF.Rendering.html](#))

Declaration

+ NetAF.Rendering.Frame

Builders

public void Write(string value)

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Implements

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.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.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.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilder
- + **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilder
- + **NetAF.Rendering.Frames**
(NetAF.Rendering.Frames.htm

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

(NetAF.Assets.Interaction.html)
Provides a class for helping to make Regions.

+ NetAF.Assets.Locations

RegionMakers (NetAF.Utilities.RegionMaker.html)

Provides a class for helping to make Regions.

+ NetAF.Commands

(NetAF.Commands.html)

Interfaces

+ NetAF.Conversations

(NetAF.Conversations.html)

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

+ NetAF.Conversations.

Represents any object that is a template for an asset.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenter

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html) Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax

(NetAF.Assets.Characters.htm)

+ **NetAF.Assets.Interaction** Template<out T>

(NetAF.Assets.Interaction.html)

Type Parameters

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **TNetAF.Commands** The type of asset being templated.

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Methods

+ **NetAF.Conversations.**

Instructions

Instantiate()

(NetAF.Conversations.Instruct

Instantiate a new instance of the templated asset.

+ **NetAF.Extensions**

Deprecation

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

* **NetAF.Logic**

Refactor

(NetAF.Logic.html)

Type Description

+ **TNetAF.Rendering**

(NetAF.Rendering.html)

The asset.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.htm)

+ **NetAF.Rendering.Presenter**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ OverworldMaker
[\(NetAF.Assets.Characters.html\)](#)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

[\(NetAF.Conversations.html\)](#)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

[\(NetAFConversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Constructors

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **NetAF.Logic**

Provides logic to make Regions.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

↳ public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Identifier ([NetAFAssets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description ([NetAFAssets.Description.html](#))

+ **NetAF.Rendering.Frames**

RegionMaker ([NetAFLogic.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

RegionMakers ([NetAFLogic.RegionMaker.html](#))

[]

+ **NetAF.Rendering.Presenter**

[\(NetAF.Rendering.Presenter.html\)](#)

RegionMakers ([NetAFLogic.RegionMaker.html](#))

[\(NetAF.Rendering.Presenter.html\)](#)

| Name | Description |
|--------------|---|
| identifier | An identifier for the region. |
| description | A description for the region. |
| 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.Assets.Attributes.html)
```

+ NetAF.Assets.Characters

Parameters

| Type | Name | Description |
|---|--------------|---|
| + NetAF.Assets.Interaction String (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string) | identifier | An identifier for the region. |
| + NetAF.Assets.Locations String (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.string) | description | A description for the region. |
| + NetAF.Commands RegionMakers (NetAF.Commands.html) | regionMakers | The region makes to use to construct regions. |

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
Make()

+ NetAF.Extensions

Make an overworld.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)
public Overworld Make()

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenter

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

↳ object ([https://learn.microsoft.com/dotnet/api/system.object](#))
↳ RegionMaker
([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAF.Assets.Interaction.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**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAFConversations.Instruct](#)

public sealed class RegionMaker

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

RegionMaker(Identifier, Description)

+ **NetAF.Logic**

Provides logic to make Regions.

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Rendering.Frame**

Builders

Parameters

([NetAF.Rendering.FrameBuilder](#))

Type

+ **NetAF.Rendering.Frame**

Identifier ([NetAF.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

Color ([NetAF.Assets.Color.html](#))

description

A description for the region.

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

RegionMaker(string, string)

+ **NetAF.Rendering.Presenter**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

| Type | Name | Description |
|---|--------------------|-------------------------------|
| + NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html) | <i>identifier</i> | An identifier for the region. |
| string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction | <i>description</i> | A description for the region. |

[\(NetAF.Assets.Interaction.html\)](#)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

- [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Declaration

+ [NetAF.Conversations](#).

[Instructions](#) int this[int x, int y, int z] { get; set; }

[\(NetAF.Conversations.Instruct](#)

Parameters

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

| Type | Name | Description |
|---|------|-----------------|
| + NetAF.Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position. |
| + NetAF.Logic int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The z position. |

[\(NetAF.Logic.html\)](#)

Property Value

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder](#)

[NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

[CanPlaceRoom\(int, int, int\)](#)

+ [NetAF.Rendering.Frames](#)

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ [NetAF.Rendering.Presenter](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

| Type | Name | Description |
|--|------|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Characters.html) | x | The X position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters | y | The Y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Characters.html) | z | The Z position. |

+ 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 room can be placed, else false.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

Get all current room positions.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions
public RoomPosition[] GetRoomPositions()

[\(NetAF.Conversations.Instruct.html\)](#)

Returns

[NetAF.Extensions](#)

Type
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Gets.Locations.RoomPosition.html[]

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Makes
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()

[Builders](#)
[\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

+ NetAF.Rendering.Frame

Type
[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description

The room positions.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenter

Description

The created region.

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

| Type | Name | Description |
|--|---------------|---------------------|
| + NetAF.Assets.Characters RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Assets.Characters.html) | startPosition | The start position. |

Region

| Type | Description |
|--|---------------------|
| + NetAF.Assets.Locations Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.html) | The created region. |

NetAF.Commands

Make (NetAF.Commands.html)

NetAF.Commands

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

```
public Region Make(int x, int y, int z)
```

Instructions

(NetAF.Conversations.Instruct)

Parameters

+ NetAF.Extensions

| Type | Name | Description |
|-------------------------|------|-----------------------|
| + NetAF.Extensions.html | x | The start x position. |
| + NetAF.Interpretation | y | The start y position. |
| + NetAF.Logic | z | The start z position. |

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

| Type | Description |
|------------------------|---------------------|
| + NetAF.Rendering.html | The created region. |

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenter