

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

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

ConditionalDescription
Represents a conditional description of an object.

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

Description

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

ExaminableObject
Represents a description of an object.

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

ExaminationCallback

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

ExaminationResult
Represents an object that can be examined.

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

IExaminable

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

IPlayerVisible
Represents the result of an examination.

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

Identifier

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

Item
Provides a class that can be used as an identifier.

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

Size

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

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

Assets.Characters

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

- + **BP.AdventureFramework.**

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

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

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands

Represents any object that is examinable.

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

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

Conversations

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.C)

Description

(BP.AdventureFramework.Assets.D)

ExaminableObject

(BP.AdventureFramework.Assets.E)

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.I)

IPlayerVisible

(BP.AdventureFramework.Assets.I)

Identifier

(BP.AdventureFramework.Assets.I)

Item

(BP.AdventureFramework.Assets.I)

Size

(BP.AdventureFramework.Assets.S)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

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

Description.Empty

Description

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

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

ExaminableObject

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

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

IExaminable

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

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

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

Constructors

+ [BP.AdventureFramework.](#)

↳ [Assets.Characters](#)

C(ConditionalDescription)(String, String, Condition)

+ [BP.AdventureFramework.](#)

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

↳ [Assets.Interaction](#)

Declaration

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

+ [BP.AdventureFramework.](#)

↳ [Play\(ConditionalDescription, String, String, Condition, Condition\)](#)

↳ [Assets.Locations](#)

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

Parameters

+ [BP.AdventureFramework.](#)

↳ [Commands](#)

↳ [\(BP.AdventureFramework.Com](#)

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

+ [BP.AdventureFramework.](#)

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

↳ [Conversations](#)

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

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

Properties

- BP.AdventureFramework.

Condition

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

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

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

Methods

+ BP.AdventureFramework.

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

Identifier
(BP.AdventureFramework.Assets.Identifier)

GetDescription()

Item
(BP.AdventureFramework.Assets.Item)

Get the description.

Size

Declaration
(BP.AdventureFramework.Assets.Item)

+ BP.AdventureFramework.

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

Returns

+ BP.AdventureFramework.

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

string
(BP.AdventureFramework.Assets.Interaction)

Description

The description.

+ BP.AdventureFramework.

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

Description.GetDescription()

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

+) BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

- + **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

- + **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

Class Description

Represents a description of an object.

Filter by title

Inheritance

BP.AdventureFramework.

Assets

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

(BP.AdventureFramework.Assets)

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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

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

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

(BP.AdventureFramework.Assets.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

BP.AdventureFramework.Description(string)

Initializes a new instance of the Description class

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

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

(BP.AdventureFramework.Command)

Name	Description
description	The description

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversation)



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

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

Implements

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

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

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

Inherited Members

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

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

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

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

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

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

Syntax

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

+ [BP.AdventureFramework](#)

public class ExaminableObject : IExaminable, IPlayerVisible

Assets.Interaction

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

+ [BP.AdventureFramework](#).

Properties

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

[BP.AdventureFramework](#).

Commands

Get or set this objects commands.

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

Declaration

+ [BP.AdventureFramework](#).

Conversations

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

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

Property Value

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

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription
(BP.AdventureFramework.Assets.C

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

Declaration
ExaminableObject
(BP.AdventureFramework.Assets.E

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

ExaminationResult
Property Value
(BP.AdventureFramework.Assets.E

Type
Examinable
(BP.AdventureFramework.Assets.II

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

Identifier

Examination
(BP.AdventureFramework.Assets.II

Item

Get or set the callback handling all examination of this object.
(BP.AdventureFramework.Assets.II

Size

Declaration
(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.Assets.Characters

Properties

+ BP.AdventureFramework.

Assets.Interaction

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

+ BP.AdventureFramework.

Identifiers

(BP.AdventureFramework.Assets.II

Get this objects identifier.

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Com

public Identifier Identifier { get; protected set; }

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

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

Overrides

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

Implements

(BP.AdventureFramework.Assets.IAssets)

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

ConditionalDescription

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

(BP.AdventureFramework.Assets.ConditionedObject)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

IExaminable

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Id

Description

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Characters

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

+ BP.AdventureFramework.

Assets.Interaction

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

+ BP.AdventureFramework.

Assets.Locations

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

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Examination

(**BP.AdventureFramework.Examination**)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

(BP.AdventureFramework.Assets.Interaction.ExaminationResult)

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations
Initiates a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Parameters

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

▼

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

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

Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible, IsPlayerVisible

Description

(BP.AdventureFramework_Assets_IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

ExaminableObject

Name (BP_AdventureFramework_Assets_E

Assembly) AdventureFramework.dll

(BP.AdventureFramework.Assets.E

Syntax

ExaminationResult

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

(BP.AdventureFramework.Assets.It

Size

Get objects commands

(BP_AdventureFramework_Assets_S

BPAdventureFramework.

Assets.Characters

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

+ BPAdventureFramework.

Assets.Interaction

Type (BP_AdventureFramework_Assets_I

Description

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

Assets.Locations

(BP_AdventureFramework_Assets_I

Description

+ BPAdventureFramework.

Get description of this object.

(BP_AdventureFramework.Com

Declaration

+ BPAdventureFramework.

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

Conversations

(BP_AdventureFramework.Con

Property Value

+ BPAdventureFramework.

Conversations.Instructions

(BP_AdventureFramework_Con

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

Identifier

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

Declaration
 (BP.AdventureFramework.Assets.D

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

ExaminationCallback
 Property Value
 (BP.AdventureFramework.Assets.E

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

Methods

(BP.AdventureFramework.Assets.I
 Item

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

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

Declaration

+ BP.AdventureFramework.

Assets.Characters

ExaminationResult Examine()

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.
 Returns

Assets.Interaction

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

+ BP.AdventureFramework.
 Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

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

Syntax
ExaminableObject

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

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

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

```
    IExaminable
    (BP.AdventureFramework.Assets.I
```

```
    IPlayerVisible
    (BP.AdventureFramework.Assets.I
```

```
    Identifier
```

Properties

IsPlayerVisible

Identifier

Get (BP.AdventureFramework.Assets.I

```
    Item
    Declaration
```

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

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

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

+ BP.AdventureFramework.

Assets.Characters

Type	Description
IPlayerVisible	System.Boolean

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

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

Events:

IExaminationCallback
(BP.AdventureFramework.Assets.F
IEquatable<string>
(<https://learn.microsoft.com/dotnet/api/system.string>)>
IExitable
(BP.AdventureFramework.Assets.F
IEquatable<Identifier>
(BP.AdventureFramework.Assets.Identifier.html)>

Inherited Members:
IPlayerVisible

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

+ **BP.AdventureFramework.**

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

Assets.Characters

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

Syntax

+ **BP.AdventureFramework.**

AssetsInteraction

public class Identifier : IEquatable<string>, IEquatable<Identifier>
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Construction

Constructors:

(BP.AdventureFramework.Assets)

Identifier(string) framework.

Commands

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)
(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters:

Conversations.Instructions

Type
(BP.AdventureFramework.Con)

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

+ **BP.AdventureFramework.**

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

Name

Description

name

The name.

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

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

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type

(BP.AdventureFramework.Assets.C

Description

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

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Property Value

+ BP.AdventureFramework.

public string Name { get; }

Commands

(BP.AdventureFramework.Com

Property Value

+ BP.AdventureFramework.

Type

Conversations

String

(BP.AdventureFramework.Con

Description

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Size
(BP.AdventureFramework.Assets.Identifier.Size)

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

+ BPAdventureFramework

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

Assets.Characters

Declaration
(BP.AdventureFramework.Assets.Characters)

+ BPAdventureFramework
(BP.AdventureFramework.Assets.Characters.Equals(string other))

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

Return Value

BPAdventureFramework.

Commands

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

+ BPAdventureFramework

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ToIdentifiableString(string)

+ BPAdventureFramework.

Convert a string to an identifiable string.

Declaration

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

Parameters

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

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

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

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

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

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

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

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocations)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.


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

Constructors

Item(Identifier, Description, bool)

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

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

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

IPlayerVisible
Parameters

(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.
(BP.AdventureFramework.Assets.II

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

(BP.AdventureFramework.Assets.II)

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

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Interaction

(BP.AdventureFramework.IInteraction)

Extensions

Get or set the interaction.

Declaration

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

Property Value

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

(BP.AdventureFramework.Assets.ExaminationResult)

IsTakeable
(BP.AdventureFramework.Assets.IExaminable)

Get `get` if this is takeable.
(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration
(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Item)

Property Value
Size

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Methods

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Declaration

+ BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Commands)

Parameters

+ BP.AdventureFramework.

Type Conversations

(BP.AdventureFramework.Conversations)

Name	Description
<code>item</code>	The item to interact with.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

(BP.AdventureFramework.Conversations)

InteractionResult

+ BP.AdventureFramework.

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

Extensions

Description
The result of the interaction.

Morph(Item)

Handle item morphing.

Declaration

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

Parameters

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

Implements

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ BP.AdventureFramework.

Constructors

Assets.Characters

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

+ BP.AdventureFramework.

Assets.Interaction

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

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

Declaration

+ BP.AdventureFramework.

Assets.Locations

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

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Properties

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.**Size**(int, int))

Height

(BP.AdventureFramework.

Extensions

Get the height.

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

Declaration

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

Property Value

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

Width

Declaration
IPlayVisible

Get the width.

(BP.AdventureFramework.Assets.IPlayVisible)

public int Width { get; }

(BP.AdventureFramework.Assets.IPlayVisible)

Item
Property Value

(BP.AdventureFramework.Assets.IPlayVisible)

Type
Size

(BP.AdventureFramework.Assets.SizeType)

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

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets

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

 (BP.AdventureFramework.Assets.Character)

 Represents a generic in game character.

- BP.AdventureFramework.

 Assets.Characters

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Character

 Represents a non-playable character.

 (BP.AdventureFramework.Assets.Character)

 IConverser

 (BP.AdventureFramework.Assets.Character)

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 PlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 (BP.AdventureFramework.Assets.Character)

 PlayableCharacter

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

+ BP.AdventureFramework.

 Interfaces

 BP.AdventureFramework.

 Assets.Interaction

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

+ BP.AdventureFramework.

 Assets.Locations

 (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

 Commands

 (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

 Conversations

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Conversations.Instructions

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

Assets.Characters

(**BP.AdventureFramework.Characters**)

↳ NonPlayableCharacter (https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.characters.nonplayablecharacter)

↳ PlayableCharacter (https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.characters.playablecharacter)

Character

Implements

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

IExaminable (https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable)

IPlayerVisible (https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iplayervisible)

IInteractable (https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.interaction.iinteractwithitem)

(**BP_AdventureFramework.Assets.C**)

Inherited Members

PlayableCharacter

ExamitableObject.Examination

(**BP_AdventureFramework.ExamitableObject**)

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)

+ **BP.AdventureFramework.**

Assets.Interaction

ExaminableObject.ToString()

(**BP_AdventureFramework.Assets.ExaminableObject**)

Tostring()

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)

+ **BP.AdventureFramework.**

Assets.Locations

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Locations)

(**BP_AdventureFramework.Assets.Locations**)

ExaminableObject.Description

+ **BP.AdventureFramework.**

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)

Commands

ExaminableObject.Commands

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)

+ **BP.AdventureFramework.**

ExaminableObject.Examine()

(**BP_AdventureFramework.Examine**)

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

(**BP_AdventureFramework.ConversationInstructions**)

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_ConversationInstructions)

(**BP_AdventureFramework.ConversationInstructions**)

(https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#BP_AdventureFramework_Assets_ExaminableObject_ConversationInstructions)

+ **BP.AdventureFramework.**

object.Equals(object, object)

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

(**BP_AdventureFramework.Extensions**)

([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)))

+ **BP.AdventureFramework.**

object.GetHashCode()

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

object.GetType()

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

(**BP_AdventureFramework.MemberwiseClone**)

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

(**BP_AdventureFramework.ReferenceEquals**)

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

+ **BP.AdventureFramework.**

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

Assembly: BP.AdventureFramework.dll

Syntax

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

(BP.AdventureFramework.Assets.Characters.Character)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

DeclaresPlayeableCharacter

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

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

(BP.AdventureFramework.Assets.Characters.Character)

+ **BP.AdventureFramework.**

Property Value

Assets.Interaction

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

Description

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

IsAlive

+ **BP.AdventureFramework.**

Get if this character is alive.

Commands

DeclaresAdventureFramework.Commands

+ **BP.AdventureFramework.**

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

Conversations

(BP.AdventureFramework.Conversations.Character)

Property Value

+ **BP.AdventureFramework.**

Type

Conversations.Instructions

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

Description

+ **BP.AdventureFramework.**

Extensions

Items (BP.AdventureFramework.Extensions.Character)

Get the items this Character holds.

+ **BP.AdventureFramework.**

Declarative

Interpretation (BP.AdventureFramework.Interpretation.Character)

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.Characters)

Character

AcquireItem(Item)

IConverser
Acquires an item.

(BP.AdventureFramework.Assets.Characters.IConverser)

NonPlayableCharacter

Declaration

(BP.AdventureFramework.Assets.Characters.IConverser)

PlayableCharacter

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

(BP.AdventureFramework.Assets.Characters.IConverser)

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Locations

(BP.AdventureFramework.Locations)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Conversations

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Instructions

(BP.AdventureFramework.Instructions)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Extensions

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Interpretation

(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Properties

(BP.AdventureFramework.Properties)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Resources

(BP.AdventureFramework.Resources)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Services

(BP.AdventureFramework.Services)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Utilities

(BP.AdventureFramework.Utilities)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Events

(BP.AdventureFramework.Events)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Exceptions

(BP.AdventureFramework.Exceptions)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Errors

(BP.AdventureFramework.Errors)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Interfaces

(BP.AdventureFramework.Interfaces)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Contracts

(BP.AdventureFramework.Contracts)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Annotations

(BP.AdventureFramework.Annotations)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Decorators

(BP.AdventureFramework.Decorators)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

Declaration

+ BP.AdventureFramework.

De-acquires an item.

Adapters

(BP.AdventureFramework.Adapters)

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

Parameters

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

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

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

Give an item to another in game Character.

Assets.Locations

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

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

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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

Determines if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

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

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Return BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

InteractionResult

(BP.AdventureFramework.Conversations.InteractionResult.html)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractWithItem(Item)

+ BP.AdventureFramework.

Extensions

Interact with a specified item.

(BP.AdventureFramework.Extensions.html)

Declaration

+ BP.AdventureFramework.

Interpretation

virtual InteractionResult Interpretation(Item item)

(BP.AdventureFramework.Interpretation.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable (BP.html)

Assets.Characters

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

IExaminable (BP.html)

+ BP.AdventureFramework.Asses

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

IExaminable.Commands

(BP.AdventureFramework.Assets.C

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

IConverser

IExaminable.Examine()

(BP.AdventureFramework.Assets.C

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

NonPlayableCharacter

IPlayerVisible (BP.AdventureFramework.Assets.C

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

sible)

(BP.AdventureFramework.Assets.C

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

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

Assets.Interaction

Syntax

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

(BP.AdventureFramework.Assets.Locatio

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Conve

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Conve

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Exte

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

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

▼

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

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

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

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

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

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

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

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

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

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

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

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

(**BP_AdventureFramework_Assets_Characters_Character**)

↳ Character ([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character
↳ NonPlayableCharacter ([BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html](#))

Implementation

IInteractWithItem ([BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html](#))

IConverser ([BP_AdventureFramework_Assets_Characters_IConverser.html](#))

IExaminable ([BP_AdventureFramework_Assets_Examinable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

([BP_AdventureFramework_Assets_Converser.html](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

+ **BP_AdventureFramework.**

Character.Interaction

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interaction)

+ **BP_AdventureFramework.**

Character.Items

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Commands

Character.Kill()

(**BP_AdventureFramework_Commands_Kill**)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

Conversations

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_AcquireItem_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.DeacquireItem(item)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_DeacquireItem_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.RequireItem(item)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_RequireItem_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.HasItem(item, bool)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_HasItem_BP_AdventureFramework_Assets_Item_System_Boolean_)

+ **BP_AdventureFramework.**

Character.FindItem(string, out Item, bool)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_FindItem_System_String_BP_AdventureFramework_Assets_Item_System_Boolean_)

+ **BP_AdventureFramework.**

Character.GiveItem(item, Character)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_)

+ **BP_AdventureFramework.**

Character.Interact(item)

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Logic

([BP_AdventureFramework_Assets_Characters_Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

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

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

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

+ **BP.AdventureFramework**

Assets.Characters

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

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

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

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

 + **BP.AdventureFramework**

Assets.Interaction

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

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

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

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

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

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

 + **BP.AdventureFramework**

Commands

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

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

 + **BP.AdventureFramework**

Syntax

Conversations

 (**BP.AdventureFramework.Conversations**)
 NonPlayableCharacter : Character, IInteractWithItem, IConverser, IExaminable, IPlayerVisible

 + **BP.AdventureFramework**

Conversations.Instructions

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

Constructors

 + **BP.AdventureFramework**.

Extensions

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

 Initializes a new instance of the NonPlayableCharacter class.

 + **BP.AdventureFramework**

Interpretation

 Declaration

 (**BP.AdventureFramework.Interpretation**)

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

Logic

 (**BP.AdventureFramework.Logic**)

Parameters

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

NonPlayableCharacter(Identifier, Description, Conversation, bool, InteractionCallback)
(BP_AdventureFramework.ASSETS.C_NonPlayableCharacter)

(BP.AdventureFramework.Assets.C
Initializes a new instance of the NonPlayableCharacter class.
PlayableCharacter

DeclarationAdventureFramework.Assets.C

+ BP.AdventureFramework.

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

+ **RPAdventureFramework**.

Assets.Locations Type (BP.AdventureFramework.Ass	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) + BP.AdventureFramework.	<i>identifier</i>	This NonPlayableCharacter's identifier.
Commands Description (BP.AdventureFramework.Com	<i>description</i>	The description of this NonPlayableCharacter.
(BP.AdventureFramework.Assets.Description.html)		
+ BP.AdventureFramework. Conversations (BP.AdventureFramework.Conversations.Conversation.ht m) (BP.AdventureFramework.Con	<i>conversation</i>	The conversation.
Conversation (BP.AdventureFramework.Conversations.Conversation.htm) (BP.AdventureFramework.Conversations.Instruction)		
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Conversations.Instruction)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)		
+ BP.AdventureFramework. Extensions	<i>interaction</i>	Set this NonPlayableCharacter's interaction.

NonPlayableCharacter(Identifier, Description, Conversation, bool, Interpretation, ICallback, ExaminationCallback)

(BP.AdventureFramework.InteractionCallback, ExaminationCallback)

Initializes a new instance of the **Nitro-DB AdventureFramework**.

+ BP.Adve
Declaration
Logic

(RP AdventureFramework | Logi

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

Parameters

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

+ BP.AdventureFramework.

Commands

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

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declaration

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Parameters

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

Properties

Conversation

Get or set the conversation.

Declaration
- **BP.AdventureFramework.**

Assets.Characters

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

Character
Property Value
(BP.AdventureFramework.Assets.C

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

Implements

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

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

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

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

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

+ **BP.AdventureFramework.**

Interpretation

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

+ **BP.AdventureFramework.**

Logic

```
(BP.AdventureFramework.Logic
```

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

↳ [\(BP_AdventureFramework_Assets.Characters\)](#) ([http://docs.unrealengine.com/api/system.object](#))

↳ ExaminableObject ([BP_AdventureFramework_Assets.ExaminableObject.html](#))
Character
↳ Character ([BP_AdventureFramework_Assets.Characters.Character.html](#))
([BP_AdventureFramework_Assets.Characters.Character](#))
↳ PlayableCharacter
IConverser

Implements

IPlayableCharacter ([BP_AdventureFramework_Assets.IPlayable.html](#))

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

IInteractableCharacter ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](#))

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

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

(BP_AdventureFramework.Assets.Characters.Character)

Character.Interaction

+ **BP_AdventureFramework.**

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

Assets_Locations

(BP_AdventureFramework.Assets.Characters.Character)

Character.Items

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

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework.Commands)

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

+ **BP_AdventureFramework.**

Character.AcquireItem(Item)

Conversations

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

Character.RequireItem(Item)

+ **BP_AdventureFramework.**

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

(BP_AdventureFramework.Conversation)

Character.HasItem(item, bool)

+ **BP_AdventureFramework.**

Character.HasItem([BP_AdventureFramework_Assets.Item_System_Boolean](#))

Extensions

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Extensions)

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

+ **BP_AdventureFramework.**

Character.GiveItem(Item, Character)

(BP_AdventureFramework.Injection)

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

Character.Interact(Item)

+ **BP_AdventureFramework.**

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

(BP_AdventureFramework.Logic)

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

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

ExaminableObject.Identifier
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
ExaminableObject.Description
Character
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Converser
ExaminableObject.Commands
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)
NonPlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_NonPlayableCharacter)

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

ExaminableObject.IsPlayerVisible
+ BP.AdventureFramework.
Assets.Interaction
sPlayerVisible
(BP.AdventureFramework.Assets.Interaction)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))

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

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

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

+ BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.
Constructors
System.Object
(BP.AdventureFramework.Constructors)
Extensions
(BP.AdventureFramework.Extensions)

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

Interpretation
(BP.AdventureFramework.Interpretation)

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

Parameters

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

Assets.Characters
(BP.AdventureFramework.Assets.Character)
PlayableCharacter(string, string, params Item[])

(BP.AdventureFramework.Assets.Character)
Initializes a new instance of the PlayableCharacter class.
IConverser
Declaration
(BP.AdventureFramework.Assets.Character)
NonPlayableCharacter
(BP.AdventureFramework.Assets.Character) (string identifier, string description, params Item[] items)
PlayableCharacter
(BP.AdventureFramework.Assets.Character)
Parameters

+ BP.AdventureFramework.

Type	Name	Description
Assets.Interaction		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This PlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of the player.

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(Item, IInteractWithItem)

Conversations

(BP.AdventureFramework.Conversation)

Use an item.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation) (Item item, IInteractWithItem targetObject)

+ BP.AdventureFramework.

Parameters

Extensions

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

+ BP.AdventureFramework.

Logic

Returns

(BP.AdventureFramework.Logic)

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

Implements

Assets.Characters

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

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

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

(BP.AdventureFramework.Assets.C

IConverser

(BP.AdventureFramework.Assets.C

NonPlayableCharacter

(BP.AdventureFramework.Assets.C

PlayableCharacter

(BP.AdventureFramework.Assets.C

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

IIInteractWithItem

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

Feedback

Represents any object that can interact with an item.

ReactionResult

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

Result

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

Enums

InteractionEffect

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

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.ComplexTypes)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Condition)

ConversationsInstructions

(BP.AdventureFramework.Condition.ConversationsInstructions)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IInstruction)

+ **BP.AdventureFramework.**

Events

(BP.AdventureFramework.Events.IEvent)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

Interact(Item)

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

InteractionResult

Interact with an item.

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

Declaration

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

IInteractionResult

IInteractionResult Interact(Item item)

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Result

Parameters

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Type	Name	Description
+ BP.AdventureFramework.		

Assets.Locations

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

item

The item to interact with.

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Returns

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.IInteractionResult)

Description

The result of the interaction.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IInteractionResult)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.ConversationsInstructions.IInteractionResult)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IInteractionResult)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IInteractionResult)

+ **RP AdventureFramework**

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Assets.Interaction

Syntax

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

`public delegate InteractionResult InteractionCallback(Item item)`

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

`IInteractWithItem`

Parameters

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

Type `InteractionCallback`

Name

Description

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

`item`

The item to interact with.

Returns `InteractionResult`

Type `InteractionResult`

Description

`Reaction`

`InteractionResult`

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

The result of the interaction.

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

`Result`

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

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

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

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

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

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

InteractionResult

InteractionResult (BP.AdventureFramework.Assets.Interaction)

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

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

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

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

BP.AdventureFramework.Assets.Locations

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

BP.AdventureFramework.Commands

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

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

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Conversations.Instructions

BP.AdventureFramework.Conversations.Instructions

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Extensions

Parameters

BP.AdventureFramework.Extensions

Type

+ BP.AdventureFramework.Extensions

Interpretation

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

Type	Name	Description
BP.AdventureFramework.Extensions	effect	The effect of this interaction.

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

InteractionResult(InteractionEffect, Item, string)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

```
Condition
(BP.AdventureFramework.Assets.InteractionResult)
public InteractionResult(InteractionEffect effect, Item item, string descriptionOfEffect)
(BP.AdventureFramework.Assets.InteractionResult)
```

InteractionCallback

(BP.AdventureFramework.Assets.InteractionResult)

Parameters

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

Property Value

(BP.AdventureFramework.Conversations.Instructions)

Type

Description

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

Item

Interpretation

Get the item used in the interaction.

(BP.AdventureFramework.Interpretation)

Declaration

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

Property Value

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

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Parameters

+ **BP.AdventureFramework.**

Type

Extensions

(BP.AdventureFramework.Extensions)

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

+ **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

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

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.InteractionResult)

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

Condition

(BP.AdventureFramework.Assets.InteractionResult)

Property Value

(BP.AdventureFramework.Assets.InteractionResult)

Type InteractionCallback

Description

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

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.InteractionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.InteractionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Result ReactionResult Result { get; }

(BP.AdventureFramework.Assets.InteractionResult)

+ BP.AdventureFramework.

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locations)

Description

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

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

Syntax

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

Fields

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

+ BP.AdventureFramework.

OK

OK.

Assets.Locations

(BP.AdventureFramework.Assets.Locati

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Convo

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Convo

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Class Result

Represents a result.

Filter by title

Inheritance

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

Inherited Members

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

Namespaces

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

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

Assets.Locations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.IResult)

Syntax

+ BP.AdventureFramework.

Commands
protected abstract class Result
(BP.AdventureFramework.Commands.Result)

+ BP.AdventureFramework.

Constructors

Conversations
(BP.AdventureFramework.Conversations.Result)

Result(BP.AdventureFramework.

Conversations.Instructions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Conversations.Result)

Declaration

+ BP.AdventureFramework.

Extensions
protected Result()
(BP.AdventureFramework.Extensions.Result)

+ BP.AdventureFramework.

Interpretation

Properties
(BP.AdventureFramework.Interpretation.Result)

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Description.Result)

Get the description.

Declaration

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

Property Value

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

- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Interfaces.IAssetLocation)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands.ICommand)
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations.IConversation)
- + **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Conversations.IInstruction)
- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions.IExtension)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation.IInterpretation)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic.ILogic)

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Matrix)

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

(BP.AdventureFramework.Assets.Locations.Overworld)

Represents an entire overworld.

Exit

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

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

+ BP.AdventureFramework.Assets.Locations.Region

Represents a region.

Overworld

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

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

+ BP.AdventureFramework.Assets.Locations.Room

Represents a room.

Room

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

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

+ BP.AdventureFramework.Assets.Locations.RoomPosition

Represents a room position.

ViewPoint

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

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

+ BP.AdventureFramework.

Commands

Represents a view point from a room.

(BP.AdventureFramework.Commands.ViewPoint)

Enums

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

Syntax

- **BP.AdventureFramework.**
public enum Direction

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations)

Extension Methods

+ **BP.AdventureFramework.**

Commands

Directions.Inverse(Direction)

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

Extensions_Inverse_BP_AdventureFramework_Assets_Locations_Direction_

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

Assets.Interaction

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

- BP.AdventureFramework.

Implements

(BP.AdventureFramework.Ass

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

Extends

↳ Members

↳ (BP.AdventureFramework.Assets.L
ExaminableObject.Examination
Matrix
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
Overworld
ExaminableObject.ToString()
(BP.AdventureFramework.Assets.L
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Region
ToString)
(BP.AdventureFramework.Assets.L
ExaminableObject.Identifier
Room
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I
dentifier)
RoomPosition
ExaminableObject.Description
(BP.AdventureFramework.Assets.L
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_V
iewPoint
Description)
(BP.AdventureFramework.Assets.L
ExaminableObject.Commands

+ BP.AdventureFramework.

Commands

ExaminableObject.Examine()

(BP.AdventureFramework.Com

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

+ BP.AdventureFramework.

Conversations

sPlayerVisible

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I
sPlayerVisible)

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.html#BP_AdventureFramework_Assets_ExaminableObject_Equals#system-object-equals(system-object-object))

(BP.AdventureFramework.Com

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

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

(BP.AdventureFramework.Exte

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

Namespaces

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

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

Interpretation

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Inte

Syntax

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

▼ Constructors

Assets.Interaction

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

- **BP.AdventureFramework.**

Initializes a new instance of the Exit class.

Assets.Locations

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

Direction

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

(BP.AdventureFramework.Assets.Locations.Exit)

Matrix

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

Type

Overworld

Region

bool

Identifier

Description

String

Name

Description

direction

The direction of the exit.

isLocked

If this exit is locked.

identifier

An identifier for the exit.

description

A description of the exit.

Properties

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.Exit)

+ **BP.AdventureFramework.**

Get the direction of the exit.

Conversations

Declaration

(BP.AdventureFramework.Conversations.Exit)

+ **BP.AdventureFramework.**

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.Exit)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

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

(BP.AdventureFramework.Extensions.Exit)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretations.Exit)

Description

Get or set the interaction.

Declaration

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

Property Value

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

- **BP.AdventureFramework.**

Assets.Locations

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

Direction

Get if this Exit is locked.

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

Declaration

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

Matrix

public bool IsLocked { get; }

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

Overworld

Property Value

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

Type

Region

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

Description

Room

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

Methods

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

+ **BP.AdventureFramework.**

Interact(Item)

Commands

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

Declaration

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

Conversations

public InteractionResult Interact(Item item)

+ **BP.AdventureFramework.**

Parameters

Conversations.Instructions

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

Name

Description

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

item

The item to interact with.

+ **BP.AdventureFramework.**

Extensions

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

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

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

+ **BP.AdventureFramework.**

InteractionResult

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

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

Description

The result of the interaction.

Lock()

Lock this exit.

Declaration

```
public void Lock()
```

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

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

Exit

(BP.AdventureFramework.Assets.Locations)

MATRIX

(BP.AdventureFramework.Assets.Locations)

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

IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IIInteractWithItem.html)
(BP.AdventureFramework.Assets.Items)
Room
(BP.AdventureFramework.Assets.Room)
RoomPosition
(BP.AdventureFramework.Assets.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.ViewPoint)

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

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

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

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

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

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Ass**

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

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

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

object.Get¹Object() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

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

(**BP.AdventureFramework.Ass**)

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

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

(**BP.AdventureFramework.Ass**)

Room

Syntax

(**BP.AdventureFramework.Ass**)

RoomPosition

public sealed class Matrix

(**BP.AdventureFramework.Ass**)

ViewPoint

(**BP.AdventureFramework.Ass**)

Constructors

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms(Room[,] rooms)

Conversations.Instructions

(**BP.AdventureFramework.Com**

Parameters

+ **BP.AdventureFramework.**

Type

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

Extensions

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

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

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

Properties

+ **BP.AdventureFramework.**

Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations)	

Direction

Height
Exit

Get the height of the matrix.

Matrix

Declaration

(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Room

Property Value

Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type Conversations.Instructions

(BP.AdventureFramework.Conversations)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ BP.AdventureFramework.

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

Extensions

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

(BP.AdventureFramework.Extensions)

Properties

+ BP.AdventureFramework.

Interpretation

Type

(BP.AdventureFramework.Interpretations)

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

+ BP.AdventureFramework.

Description

The room.

Width

Get the width of the matrix.

Declaration

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

Property Value

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

Direction
(BP.AdventureFramework.Assets.L

Methods

Declaration

Matrix
(BP.AdventureFramework.Assets.L

ToRooms()
Overworld

Return Value

This matrix as a one dimensional array of rooms.

Region
Declaration

(BP.AdventureFramework.Assets.L

Room
public Room[] ToRooms()
(BP.AdventureFramework.Assets.L

RoomPosition

Return Value

ViewPoint
Type

(BP.AdventureFramework.Assets.L

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

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)[]	The rooms, as a one dimensional array.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Matrix

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

↳ **BP.AdventureFramework**.
Assets.Locations

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Overworld_Examination](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_overworld_examination))

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

ExaminableObject.ToString()

Region

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_tostring))

Room

ExaminableObject.Identifier

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_i))

Identifier

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

ExaminableObject.Description

ViewPoint

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ViewPoint](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject.html#bp_adventureframework_assets_examinableObject_viewpoint))

([BP.AdventureFramework.Assets.L](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.l))

Description

ExaminableObject

([BP.AdventureFramework.Assets.ExaminableObject](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.examinableObject))

Commands

([BP.AdventureFramework.Commands](https://learn.microsoft.com/dotnet/api/bp.adventureframework.commands))

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.

Coverversations

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

([BP.AdventureFramework.Conversation](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversation))

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

([BP.AdventureFramework.Conversation](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversation))

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

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

+ **BP.AdventureFramework**.

Extensions

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

([BP.AdventureFramework.Assets.Locations](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Interpretation

(BP.AdventureFramework.Interpretation)

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

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

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Overworld

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

Parameters

(BPAdventureFramework.Assets.Locations)

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Commands

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

(BPAdventureFramework.Commands)

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

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Conversations

(BPAdventureFramework.Conversations)

Properties

(BPAdventureFramework.Conversations)

Conversations.Instructions

(BPAdventureFramework.Conversations)

CurrentRegion

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Extensions

Declaration

(BPAdventureFramework.Extensions)

+ **BPAdventureFramework.Extensions**

public Region CurrentRegion { get; }

Interpretation

(BPAdventureFramework.Interpretation)

Property Value

+ **BPAdventureFramework.Region**

- .

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

Regions

Get the regions in this overworld:

BPAdventureFramework.

Declaration

Assets.Locations

(BPAdventureFramework.Assets.Locations;)

Direction

Property Value

Exit

Type

Description

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

(BP.AdventureFramework.Assets.Locations;)

Overworld

(BP.AdventureFramework.Assets.Locations;)

Region

Methods

(BP.AdventureFramework.Assets.Locations;)

Room

(BP.AdventureFramework.Assets.Locations;)

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.Locations;)

+ **BPAdventureFramework.**

public void AddRegion(Region region)

Commands

(BPAdventureFramework.Com

Parameters

+ **BPAdventureFramework.**

Type

Conversations

(BPAdventureFramework.Assets.Locations.Region.html;)

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

Conversations.Instructions

Examine()

(BPAdventureFramework.Con

Examine this object.

+ **BPAdventureFramework.**

Extensions

(BPAdventureFramework.Exte

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

Interpretation

Returns

(BPAdventureFramework.Inter

+ **BPAdventureFramework.**

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

Overrides

ExaminableObject.Examine()

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

- BP.AdventureFramework.

Assets.Locations

+ BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type

(BP.AdventureFramework.Assets.L

Description

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

True if the region was found.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Type Extensions

(BP.AdventureFramework.Exte

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

Name

Description

The region to move to.

+ BP.AdventureFramework.

Returns Interpretation

Type

(BP.AdventureFramework.Inter

Description

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

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

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

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

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

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

Overworld

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

Region

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

Room

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

RoomPosition

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

ViewPoint

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

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Nodes

(**BP.AdventureFramework.Nodes**)

Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

↳ ExaminableObject ([BP_AdventureFramework.Assets.ExaminableObject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html))

↳ Region

↳ Direction

Implements

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

IExaminable ([BP_AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable.html))

IPlayerVisible ([BP_AdventureFramework.Assets.IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iplayervisible.html))

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

Implements

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

IExaminable ([BP_AdventureFramework.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.iexaminable.html))

↳ Overworld

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_examination))

↳ Region

ExaminableObject.ToString()

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

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Room](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_room))

ToRoom

ToString()

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

ExaminableObject.Identifier

RoomPosition

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Id](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_id))

Identifier

ViewPoint

ExaminableObject.Description

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

([BP_AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.examinableobject.html#bp_adventureframework_assets_examinableobject_description))

+ **BP.AdventureFramework.**

Commands

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

Commands

([BP_AdventureFramework.Commands](https://learn.microsoft.com/dotnet/api/bp_adventureframework.commands))

+ **BP.AdventureFramework.**

Conversations

([BP_AdventureFramework.Conversations](https://learn.microsoft.com/dotnet/api/bp_adventureframework.conversations))

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

sPlayerVisible

([BP_AdventureFramework.Conversations.SPlayerVisible](https://learn.microsoft.com/dotnet/api/bp_adventureframework.conversations.splayervisible))

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

+ **BP.AdventureFramework.**

Conversations.Instructions

([BP_AdventureFramework.Conversations.Instructions](https://learn.microsoft.com/dotnet/api/bp_adventureframework.conversations.instructions))

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

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

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

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

+ **BP.AdventureFramework.**

Extensions

([BP_AdventureFramework.Extensions](https://learn.microsoft.com/dotnet/api/bp_adventureframework.extensions))

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

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp_bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.html)).Assets

([BP.AdventureFramework.Assets.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.html)).Locations ([BP.AdventureFramework.Assets.Locations.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework.assets.locations.html))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

([BP_AdventureFramework.Interpretation](https://learn.microsoft.com/dotnet/api/bp_adventureframework.interpretation))

+ **BP.AdventureFramework.**

Logic

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

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

(BP.AdventureFramework.Assets.

Parameters

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

Overworld

(BP.AdventureFramework.Assets.L

Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

```
(BP.AdventureFramework.Assets.L  
public Region(string identifier, string description)
```

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Con

Properties

Conversations.Instructions

(BP.AdventureFramework.Con

CurrentRoom

+ BP.AdventureFramework.

Extensions

Get the current room.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

InterpretationCurrentRoom { get; }

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Logic

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

this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

Type	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.

Room

Property Value
(BP.AdventureFramework.Assets.Locations)

Type	Description
RoomPosition	The room.

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Declaration: **Interpretation** region is visible without discovery.

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Logic

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

Property Value

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

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

AddRoom(Room, int, int, int)

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

Region
Add a Room to this region.
(BP.AdventureFramework.Assets.Locations)

Declaration

(BP.AdventureFramework.Assets.Locations)

```
public bool AddRoom(Room room, int x, int y, int z)
```

(BP.AdventureFramework.Assets.Locations)

Room

Parameters
(BP.AdventureFramework.Assets.Locations)

Type RoomPosition

(BP.AdventureFramework.Assets.Locations)

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

ViewPoint

(BP.AdventureFramework.Assets.Locations)

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

Name

Description

room The room to add.

x The x position within the region.

y The y position within the region.

z The z position within the region.

+ **BP.AdventureFramework.**

Commands

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

(BP.AdventureFramework.Commands)

Reference

Conversations

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

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Examine()

+ **BP.AdventureFramework.**

Examine this object.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Logic

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

Overrides

ExaminableObject.Examine()

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

+ BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

viewPoint

Type	Description
Room	The adjoining Room.

(BP.AdventureFramework.Commands. GetAdjoiningRoom))

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Commands. GetAdjoiningRoom))

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP.AdventureFramework.Commands. GetAdjoiningRoom))

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions. GetAdjoiningRoom))

Direction

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

Interpretation

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

(BP.AdventureFramework.Interpretations. GetAdjoiningRoom))

+ BP.AdventureFramework.

Logic

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

GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

Name	Description
room	The room.

Returns Region

Type BP.AdventureFramework.Assets.Locations

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Conversations.Instructions

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

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

+ **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

+ **BP.AdventureFramework.**

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

Interpretation

(BP.AdventureFramework.Interpretations)

+ **BP.AdventureFramework.**

Move(Direction)

Logic

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

Move in a direction.

Declaration

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

Parameters

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

Direction

Returns
(BPAdventureFramework.Assets.Locations.Direction)

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

(BPAdventureFramework.Assets.Locations.Direction)

Overworld

SetStartRoom(Room)

(BPAdventureFramework.Assets.Locations.Room)

Region

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

Declaration

Room

(BPAdventureFramework.Assets.Locations.Room)

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

(BPAdventureFramework.Assets.Locations.Room)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations.Room)

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

+ BPAdventureFramework.

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Conversations)

Set the room to start in.

+ BPAdventureFramework.

Declaration

Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

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

+ BPAdventureFramework.

Extensions

(BPAdventureFramework.Extensions)

Type	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.

+ BPAdventureFramework.

Logic

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locat

Matrix

(BP.AdventureFramework.Assets.Locat

Direction

(BP.AdventureFramework.Assets.Locat

Exit

(BP.AdventureFramework.Assets.Locat

Matrix

UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locat

Region

(BP.AdventureFramework.Assets.Locat

Room

(BP.AdventureFramework.Assets.Locat

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locat

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locat

This region, as a 3D matrix.

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

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

Description

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

+ BP.AdventureFramework.

Conversations

BP.AdventureFramework.Conversations

IExaminable

IPlayerVisible

BP.AdventureFramework.ConversationsInstructions

(BP.AdventureFramework.ConversationsInstructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class Room

Represents a room

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

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

Direction

Room

(<BP.AdventureFramework.Assets.L>

Implements

Exit

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

(<BP.AdventureFramework.Assets.L>

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

Matrix

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

(<BP.AdventureFramework.Assets.L>

InteractionWithItem

Over members

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Examination

Region

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

(<BP.AdventureFramework.Assets.L>

Examination

Room

ExaminableObject.ToString()

(<BP.AdventureFramework.Assets.L>

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

Tostring

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Identifier

ViewPoint

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

(<BP.AdventureFramework.Assets.L>

Identifier

ExaminableObject.Examine

Commands

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

(<BP.AdventureFramework.Com>

ExaminableObject.Commands

ExaminableObject.Examine

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

Conversations

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Con>

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

Instructions

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

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Con>

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

(<BP.AdventureFramework.Inter>

Assembly: BP.AdventureFramework

Syntax

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Room)

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

(BP.AdventureFramework.Assets.Locations.Room)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Room)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

RoomPosition

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

Initializes a new instance of the Room class.

(BP.AdventureFramework.Conversations.Room)

Declaration

+ BP.AdventureFramework.

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

(BP.AdventureFramework.Conversations.Room)

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type

(BP.AdventureFramework.Conversations.Instructions)

Name

Description

(BP.AdventureFramework.Assets.Identifier)

identifier

This rooms identifier.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Assets.Description)

description

This rooms description.

(BP.AdventureFramework.Exits)

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

exits

The exits from this room.

+ BP.AdventureFramework.

Items (BP.AdventureFramework.Assets.Item)

items

The items in this room.

Interpretation

(BP.AdventureFramework.Interpretations)

Room(string, string, params Exit[])

Logic

Initializes a new instance of the Room class.

(BP.AdventureFramework.Logic)

Declaration

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

Parameters

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.
Direction Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.L		<i>exits</i>	The exits from this room.

Exit
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L
Initializes a new instance of the Room class.

Declaration
Region

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

RoomPosition

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Con
+ BP.AdventureFramework.

Properties
Conversations.Instructions
(BP.AdventureFramework.Con
+ BP.AdventureFramework.

Characters
+ BP.AdventureFramework.

Extensions
Get the characters in this Room.
(BP.AdventureFramework.Exte
Declaration

+ BP.AdventureFramework.

Interpretation
playableCharacter[] characters { get; }
(BP.AdventureFramework.Inter
Property Value

+ BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi

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

EnteredFrom

Assets.Locations

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

Declaration
Direction

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

Property Value
Matrix

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

Type
Overworld

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

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

Exits
(BP.AdventureFramework.Assets.Locations)

RoomPosition

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

Declaration
ViewPoint

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

+ **BP.AdventureFramework.**

Commands

Properties
(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

HasBeenVisited

Properties
(BP.AdventureFramework.Conversations)

Get if this location has been visited.

+ **BP.AdventureFramework.**

Declaration

Extensions

(BP.AdventureFramework.Extensions)

```
public bool HasBeenVisited { get; }
```

+ **BP.AdventureFramework.**

Interpretation

Properties
(BP.AdventureFramework.Interpretations)

+ **BP.AdventureFramework.**

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

Logic

(BP.AdventureFramework.Logic)

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

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

Exit

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

this[Direction]

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

Get an Exit

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

Declaration

Region

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

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

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

Parameters

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

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

+ BP.AdventureFramework.

Commands

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

Conversations

(BP.AdventureFramework.Conversations)

Items

(BP.AdventureFramework.Items)

Conversations Instructions

Get the items in this Room.

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

Extensions

```
Items[] Items { get; }
```

(BP.AdventureFramework.Extensions)

Properties

(BP.AdventureFramework.Properties)

Interpretation

(BP.AdventureFramework.Interpretation)

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property Value

(BP.AdventureFramework.Assets.L

Type

Direction

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

Description

Exit

(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L

Add **Character** to this room.

Room

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

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

ViewPoint

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

NonPlayableCharacter

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

Name

Description

character

The character to add.

Conversations

(BP.AdventureFramework.Con

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Conversations.Instructions

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

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

Name

Description

exit

The exit to add.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Add an item to this room.

Declaration

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

Parameters

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

Direction

(BP.AdventureFramework.Items.Location)

Exit

CanMove(Direction)

(BP.AdventureFramework.Items.Location)

Matrix

Test if a move is possible.

(BP.AdventureFramework.Items.Location)

Declaration

(BP.AdventureFramework.Items.Location)

Region

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

(BP.AdventureFramework.Items.Location)

Room

Parameters

(BP.AdventureFramework.Items.Location)

Type

RoomPosition

(BP.AdventureFramework.Items.Location)

Direction

(BP.AdventureFramework.Items.Direction.html)

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Items.Location)

Returns

+ BP.AdventureFramework.

Type

Commands

b

(BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

+ BP.AdventureFramework.

Conversations

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Conversation)

Check if this Room contains a character.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation)

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

Extensions

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type

Interpretation

N

(BP.AdventureFramework.Interpretations)

P

(BP.AdventureFramework.Items.Character.NonPlayableCharacter.html)

Name

character

Description

The character.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

>Returns

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

Direction

(BP.AdventureFramework.Assets.LocationExtensions.Direction)

Exit

(BP.AdventureFramework.Assets.LocationExtensions.Exit)

GetInThisRoom

Get if this Room contains a character.

(BP.AdventureFramework.Assets.LocationExtensions.GetInThisRoom)

Declaration

OverWorld

(BP.AdventureFramework.Assets.LocationExtensions.OverWorld)

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

(BP.AdventureFramework.Assets.LocationExtensions.ContainsCharacter)

Room

(BP.AdventureFramework.Assets.LocationExtensions.Room)

Parameters

RoomPosition

Type	Name	Description
BP.AdventureFramework.Assets.LocationExtensions		

ViewPoint

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

characterName

The character name to check for.

+ BP.AdventureFramework.

Commands

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

includeInvisibleCharacters

Specify if invisible characters should be included.

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

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

Description

True if the item is in this room, else false.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

ContainSExit(Direction, bool)

Extensions

Get if this Room contains an exit.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Parameters

Logic

(BP.AdventureFramework.Logic)

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

(BP.AdventureFramework.Assets.Locations)

Returns
Direction

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

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

(BP.AdventureFramework.Assets.Locations)

Get if this Room contains an exit.

Region

(BP.AdventureFramework.Assets.Locations)

Room

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

(BP.AdventureFramework.Assets.Locations)

ParaviewPoint

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

+ BP.AdventureFramework.

Returns
Conversations

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Extensions contains an interaction target.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>targetName</i>	The name of the target to check for.

Returns

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

(BP.AdventureFramework.Ass

Direction.

ContainsItem(Item)

(BP.AdventureFramework.Assets.L

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Matrix

Matrix
Declaration

(BP.AdventureFramework.Assets.L

Overworld

`p(BP_AdventureFrameworkAssets item)`

Region

(BP AdventureFramework Assets)

Diameters
 R

Room	Type	Name	Description
	BP.AdventureFramework.Assets.L		
RoomPosition	Item (BP.AdventureFramework.Assets.Item.html) (BPAdventureFramework_Assets)	item	The item to check for.

ViewPoint

[View Unit](#)

Type	Description
<code>+ BP.AdventureFramework.</code>	

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.
ContainsItem(string, bool)
↳ Conversations

(BP_AdventureFramework.Com)
Get in this Room contains an item.

BPAdventureFramework

Conversations.Instructions

(BPAdventureFramework.Com)

± BP AdventureFramework

FBI.Auvt

Extensions

Type	Name	Description
+ BP.AdventureFramework.External (https://learn.microsoft.com/dotnet/api/system.string) Interpretation (BP.AdventureFramework.Interpretation)	<i>itemName</i>	The item name to check for.
+ BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.boolean) Logic (BP.AdventureFramework.Logic)	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

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

Region

(BP.AdventureFramework.Assets.Locations)

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

FindCharacter(string, out NonPlayableCharacter)

+ BP.AdventureFramework.

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

Commands

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Conversations.Instructions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Conversations)

NonPlayableCharacter

character

The character name.

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Interpretation

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

Description

True if the character was found.

+ BP.AdventureFramework.

Logic

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Logic)

Find a character.

Declaration

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



Parameters

Assets.Locations

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

Returns
RoomPosition

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

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

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

+ BP.AdventureFramework.

Conversations.Instructions

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

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

Returns

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

▼ FindInteractionTarget(string, out IInteractWithItem)

Assets.Locations

Find an interaction target.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

Type

String

targetName

The targets name.

Region

Type

IInteractWithItem

target

The target.

Type

RoomPosition

Return Type

(BP.AdventureFramework.Assets.Locations)

Type

ViewPoint

Description

Type

(BP.AdventureFramework.Assets.Locations)

Description

Type

bool

True if the target was found.

+ **BP.AdventureFramework.**

Commands

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

FindItem(string, out Item)

+ **BP.AdventureFramework.**

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

Conversations

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

Declaration

+ **BP.AdventureFramework.**

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

Conversations.Instructions

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

Parameters

+ **BP.AdventureFramework.**

Type

Extensions

Name

Description

Type

(BP.AdventureFramework.Extensions)

itemName

The items name. This is case insensitive

+ **BP.AdventureFramework.**

Item

(BP.AdventureFramework.Assets.Item.html)

item

The item

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

Returns

+ **BP.AdventureFramework.**

Logic

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

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

FindItem(string, out Item, bool)

Find an item.

Assets.Locations

Declaration:

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

Exit

Parameters

Matrix

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

Returns

+ BP.AdventureFramework.

Type Commands

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

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

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

Declaration:

Conversations.Instructions

(BP.AdventureFramework.Con

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Type	Name	Description
Interpretation	direction	The direction to check.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

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

>Returns

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

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

HasUnlockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

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

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

```
region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
    (BP.AdventureFramework.Assets.Locations.OverWorld)
```

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type	Description
Conversations.Instructions (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Conversations)	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretations)

```
public InteractionResult Interpret(Item item)
```

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logic)

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

Returns

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

Direction

Movedinto(Direction?)

Exit

Handle movement into this GameLocation.

Matrix

Declaration
(BP.AdventureFramework.Assets.Locations)

Overworld

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

Region

Parameters
(BP.AdventureFramework.Assets.LocationViewPoint)

Room

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

+ BP.AdventureFramework.

Commands

RemoveCharacter(NonPlayableCharacter)

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

parameters
NonPlayableCharacter character

Conversations.Instructions

Parameters
(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

Interpretation

RemoveExit(EXIT)

+ BP.AdventureFramework.

Remove a exit from the room.

Logic

Declaration
(BP.AdventureFramework.Logic)

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

Parameters

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

Declaration
Matrix

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

Overworld

(BP.AdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Returns

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

+ BP.AdventureFramework.

RemoveItem(Item)

(BP.AdventureFramework.Commands)

Remove an item from the room.

+ BP.AdventureFramework.

Declaration
Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

Parameters

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

(BP.AdventureFramework.Interactions)

SpecifyConditionalDescription(ConditionalDescription)

Logic

Specify a conditional description of this room.

(BP.AdventureFramework.Logics)

Declaration

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

Parameters

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

Direction
(BP.AdventureFramework.Assets.Location)
Implements

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System.Object

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

Object

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

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

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

RoomPosition

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

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

View Point

Assembly: BP.AdventureFramework.dll

(BP.html.AdventureFramework.Assets.Locations)

Syntax

+ **BP.AdventureFramework.**

Class RoomPosition

Class (**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

Class (**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Conversations Instructions

 Initializes a new instance of the RoomPosition class.

Class (**BP.AdventureFramework.Con**

 Declaration

+ **BP.AdventureFramework.**

Extensions RoomPosition(Room room, int x, int y, int z)

Class (**BP.AdventureFramework.Exte**

Parameters

BP.AdventureFramework.

Type

BP.AdventureFramework.Inte

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

Name

 room

 The room/

+ **BP.AdventureFramework.**

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

 x

 The x position of the room.

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

 y

 The y position of the room.

+ **BP.AdventureFramework.**

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

Properties

(BP.AdventureFramework.Assets.Room)

Room

(BP.AdventureFramework.Assets.Location)

Get the room.

Exit

(BP.AdventureFramework.Assets.Location)

Declaration

Matrix

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

Overworld

(BP.AdventureFramework.Assets.Location)

Property Value

Type	Description
Room	

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

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

Get the Y position of the room.

BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversation)

Type

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Y

Extensions

(BP.AdventureFramework.Extensions)

Get the Y position of the room.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

▼

(BP.AdventureFramework.Assets)

Direction
(BP.AdventureFramework.Assets.Location)
Exit
(BP.AdventureFramework.Assets.Location)
Matrix
(BP.AdventureFramework.Assets.Location)
Overworld
(BP.AdventureFramework.Assets.Location)
Region
(BP.AdventureFramework.Assets.Location)
Room
(BP.AdventureFramework.Assets.Location)
RoomPosition
(BP.AdventureFramework.Assets.Location)
ViewPoint
(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

Inherited Members
([BP.AdventureFramework.Assets.Location](#))

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

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

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

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

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

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

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

ViewPoint
Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

Commands
public sealed class **ViewPoint**

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

+ **BP.AdventureFramework.**

Conversations

Properties

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

+ **BP.AdventureFramework.**

Any

Conversations.Instructions

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

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Extensions

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

+ **BP.AdventureFramework.**

PropertyValue

Interpretation

Type ([BP.AdventureFramework.Interpretation](#))

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

Logic

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

AnyNotVisited

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

Read-only

Description

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

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

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

Overworld
Get if there is a view in any direction.
(BP.AdventureFramework.Assets.Location.Overworld.html)

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

```
public bool AnyVisited { get; }
```

(BP.AdventureFramework.Assets.Location.Visited.html)

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

Property Value
(BP.AdventureFramework.Assets.Location.PropertyValue.html)

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands
this[Direction])

+ BP.AdventureFramework.

Get the room that lies in a specified direction.

Conversations

Declaration
(BP.AdventureFramework.Conversations.html)

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Parameters
(BP.AdventureFramework.Conversations.Parameters.html)

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Direction.html)	direction	The direction to check.

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Interpretation.html)	The room.

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

NoView

+ BP.AdventureFramework.

Declaration

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

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

Exit
(BP.AdventureFramework.Assets.L

Matrix

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Methods

Create(Region)

(BP.AdventureFramework.Assets.L

Create a new ViewPoint.

(BP.AdventureFramework.Assets.L

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L

```
ViewPoint static ViewPoint Create(Region region)
```

(BP.AdventureFramework.Assets.L

Parameters

+ BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

Region

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

Name

Description

region

The region to create the view point from.

Conversations

Type

(BP.AdventureFramework.Con

+ (BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.Con

Description

The view point.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Random

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Assets.Interaction

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

+ [BP.AdventureFramework.](#)

 Assets.Locations

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

- [BP.AdventureFramework.](#)

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

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

 CustomCommand

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

 CustomCommandCallback

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

+ [BP.AdventureFramework.](#)

 Conversations

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

+ [BP.AdventureFramework.](#)

 Conversations.Instructions

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

+ [BP.AdventureFramework.](#)

 Extensions

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

+ [BP.AdventureFramework.](#)

 Interpretation

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

+ [BP.AdventureFramework.](#)

 Logic

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

+ [BP.AdventureFramework.](#)

 Rendering

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

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

+ **BP.AdventureFramework.**

CustomCommand

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

ICommand (BP.AdventureFramework.Commands.ICommand.html)

+ **BP.AdventureFramework.**

Commands

Inherited Members

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**BP.AdventureFramework.Comma**

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

(**ICommand**

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

(**BP.AdventureFramework.Comma**

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

+ **BP.AdventureFramework.**

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

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

(**BP.AdventureFramework.Com**

Name ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Commands

([BP.AdventureFramework.Commands.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Commands.html))

+ **BP.AdventureFramework.**

Assembly ([BP.AdventureFramework](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework))

Conversations.Instructions

Syntax

(**BP.AdventureFramework.Com**

```
public class CustomCommand : ICommand, IPlayerVisible
```

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Constructors

+ **BP.AdventureFramework.**

Interpretation

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework.**

Init ([BP.AdventureFramework.CustomCommand](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.CustomCommand) class).

Logic

Declaration

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

callback)

Rendering

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	help	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) BP.AdventureFramework.Ass	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Commands.CustomCommand Callback.html) + BP.AdventureFramework. Assets.Locations (BP.AdventureFramework.Ass	callback	The callback to invoke when this command is invoked.

- BP.AdventureFramework.

Commands (BP.AdventureFramework.Com

CustomCommand

Arguments

BP.AdventureFramework.Comma

CustomCommandCallback

Get or set the arguments

(BP.AdventureFramework.Comma

ICommand

Declaration

(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Description

Conversations.Instructions

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

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Get the help for this command.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

public CommandHelp Help { get; }

+ BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logi

Type

Description

+ BP.AdventureFramework.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

Rendering

(BP.AdventureFramework.Ren

IsPlayerVisible

Rendering.FrameBuilders

Get or set if this is visible to the player.

(BP.AdventureFramework.Ren

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

- BP.AdventureFramework.

Commands

Invoke(Game) Framework.Com

CustomCommand

Invoke the command.
(BP.AdventureFramework.Commands.ICommand)

Declaration

ActionCommandCallback

(BP.AdventureFramework.Commands.ICommand)

player Reaction Invoke(Game game)

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Game (BP.AdventureFramework.Logic.Game.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Type

(BP.AdventureFramework.Conversations.Instructions)

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

Extensions

(BP.AdventureFramework.Extensions)

Implements

(BP.AdventureFramework.

Interpretation

ICommand (BP.AdventureFramework.Commands.ICommand.html)

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets: Locations

Syntax: (BP.AdventureFramework.Ass

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand (BP.AdventureFramework.Commands.html)	game	The game to invoke the command on. (BP.AdventureFramework.Logic.Game.html)
string Command (http://adventureframework.readthedocs.io/en/latest/api/system.string)	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

Description

The reaction to the command.

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Interface ICommand

Represents a command.

Filter by title

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

Assets.Locations

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Assembly.html)

Syntax

- **BP.AdventureFramework.**

Commands
public interface ICommand
(BP.AdventureFramework.Com

CustomCommand
(BP.AdventureFramework.Com
CustomCommandCallback
(BP.AdventureFramework.Com
ICommand
(BP.AdventureFramework.Comma

Methods

Invoke(Game)
+ **BP.AdventureFramework.**
Invoke the command.
Conversations

Delegates
(BP.AdventureFramework.Con
+ **BP.AdventureFramework.**
Reaction Invoke(Game game)
Conversations.Instructions

(BP.AdventureFramework.Con
Parameters
+ **BP.AdventureFramework.**

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to invoke the command on.

+ **BP.AdventureFramework.**
Returns

Type	Description
(BP.AdventureFramework.Inter Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction.

+ **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

LogItem (BP.AdventureFramework.Conversations.LogItem.html)
(BP.AdventureFramework.LogItem)

Provides a container for log items.

- BP.AdventureFramework.

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)
(BP.AdventureFramework.Paragraph)

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

Response (BP.AdventureFramework.Conversations.Response.html)

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

Delegates

BP.AdventureFramework.

Conversations.Instructions

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Provides a callback that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

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

↳ Conversation

+ **BP.AdventureFramework.**

Commands

object.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)))

- **BP.AdventureFramework.**

Conversations

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

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

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

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

ConversationAuthorCallback

NameSpace BP.AdventureFramework.Convers

LogItem

Assembly BP.AdventureFramework.Convers

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Conversations.Instructions

C_{onversation}(params Paragraph[])

+ **BP.AdventureFramework.**

Conversation class.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Paragraph (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Properties

(BP.AdventureFramework.Ren

Table

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

ASSETS.LOCATIONS
Property Value
[\(BP.AdventureFramework.Assets\)](#)

Type	Description
+ BP.AdventureFramework.	

Commands
Property Value
[\(BP.AdventureFramework.Conversations.Paragraph.html\)](#)

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

- [BP.AdventureFramework.](#)

Log
Conversations

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

Get the log.

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

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

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

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

Property Value
Paragraph

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

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

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

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

Paragraphs
+ [BP.AdventureFramework.](#)

Get the current paragraph in the conversation.

Conversations.Instructions

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

Declaration

+ [BP.AdventureFramework.](#)

public Paragraph[] Paragraphs { get; }

Extensions

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

Property Value
+ [BP.AdventureFramework.](#)

Type
[\(BP.AdventureFramework.Interpretation\)](#)

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

Property Value
[\(BP.AdventureFramework.Interpretation\)](#)

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

+ [BP.AdventureFramework.](#)

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

Methods

+ [BP.AdventureFramework.](#)

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

Next(Game)
[\(BP.AdventureFramework.Rendering.NextGame\)](#)

[\(BP.AdventureFramework.Rendering.NextGame\)](#)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

Type	Name	Description
(BP.AdventureFramework.Assets.Location<Game>)(BP.AdventureFramework.Logic.Game.html)	game	The game.

Commands

Returns

(BP.AdventureFramework.Command<Reaction>)(BP.AdventureFramework.Commands.Reaction)

Type

- BP.AdventureFramework.

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

Conversations

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

Conversation

Respond(Response, Game)

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

ConversationActionCallback

Respond to the conversation.

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

Declaration

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

```
public Reaction Respond(Response response, Game game)
```

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

Participant

Parameters

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

Type

Response (BP.AdventureFramework.Conversation)(BP.AdventureFramework.Conversations)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

Game (BP.AdventureFramework.Logic.Game.html)

Conversations.Instructions

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

Returns

+ BP.AdventureFramework.

Type

Extensions (BP.AdventureFramework.Extensions)

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

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Com

 public delegate void ConversationActionCallback(Game game)

- **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Con

Type		Name	Description
Conversation	(BP.AdventureFramework.Conversation.html)	game	The game to invoke the callback on.

ConversationActionCallback
(BP.AdventureFramework.Conversation.html)
LogItem
(BP.AdventureFramework.Conversation.html)
Paragraph
(BP.AdventureFramework.Conversation.html)
Participant
(BP.AdventureFramework.Conversation.html)
Response
(BP.AdventureFramework.Conversation.html)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parsing

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ LogItem

(BP.AdventureFramework.Com

Inherited Members

- **BP.AdventureFramework.**

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

Conversations

(BP.AdventureFramework.Con

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

Conversation

(BP.AdventureFramework.Conver

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

Conversation

(BP.AdventureFramework.Conver

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

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

LogItem

NameSpace BP.AdventureFramework.Convers

(BP.AdventureFramework.html).Conversations

Paragraph

Assembly BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Conversations

Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

LogItem

Extensions

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Inte

+ **BP.AdventureFramework.**

Parameters

Logic

Type

(BP.AdventureFramework.Logi

Participant (BP.AdventureFramework.Conversations.Participant.html)

participant

The participant.

+ **BP.AdventureFramework.**

Rendering

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

line

The line.

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

Line

Get the line.



Declaration

+ BP.AdventureFramework.

```
    public string Line { get; }
```

Commands

(BP.AdventureFramework.Com

Property Value

- BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Con

```
string (BP.AdventureFramework.Conversation.html)
```

Description

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Participant

Get the participant.

(BP.AdventureFramework.Convers

Declaration

Paragraph

(BP.AdventureFramework.Convers

```
    public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Type

+ BP.AdventureFramework.

Participant (BP.AdventureFramework.Conversations.Participant.html)

Conversations.Instructions

Description

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

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

+ BP.AdventureFramework.

Conversations

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

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

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

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

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

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

Name Paragraph ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

([BP.AdventureFramework.Convers](#)

Assembly BP.AdventureFramework.dll

Syntax [BP.AdventureFramework.Convers](#)

Response

([BP.AdventureFramework.Convers](#)
public sealed class Paragraph

+ BP.AdventureFramework.

Conversations.Instructions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Initializes a new instance of the Paragraph class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.line, ConversationActionCallback action, IEndOfParagraphInstruc
tion instruction, string name = "")

Logic

(BP.AdventureFramework.Logi

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren
string)

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Type	Name	Description
(BP.AdventureFramework.Ren string)	<i>line</i>	Specify the line.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.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.
Commands String (BP.AdventureFramework.Com.html)	<i>name</i>	Specify the name of the paragraph.

ParseConversation(string string)

agrapni(string, string)
(RR AdventureFramework Convers)

(BF.AdventureFramework.Convers)
Initializes a new instance of the Paragraph class

(BP_AdventureFramework.ConversationDeclarationLogItem)

```
(BP.AdventureFramework.Convers  
public Paragraph(string line, string name = "")
```

(BP AdventureFramework Convers

Participant

Type	(BP.AdventureFramework.ConverserResponse)	Name	Description
string	(BP.AdventureFramework.ConverserResponse).Line	line	Specify the line.
+ BPAdventureFramework	String (https://learn.microsoft.com/dotnet/api/system.string)	name	Specify the name of the paragraph.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.Adventure Properties
Extensions

(BP_AdventureFramework_Ext)

Action.

+ B.F.AventureFramework.
+ Aventure

Get GPSET any action to carry out
(RR_AdventureFramework)

(B)(6)(A) Declaration

+ BP.AdventureFramework.

Logic public ConversationActionCallback Action { get; set; }

(BP.AdventureFramework.Logi

Property Value + BEAdventureFramework.

Type	Description
(BP.AdventureFramework.Renderer) ConversationActionCallback	
(BP.AdventureFramework.Conversations.ConversationActionCallback.html) + BP.AdventureFramework.	

Rendering.FrameBuilders

(BP.AdventureFramework.Ren)

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

Properties

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

Description

- **BP.AdventureFramework.Commands**
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations

(BP.AdventureFramework.Conversations)

Instruction

(BP.AdventureFramework.Conversations)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.Conversations)

LogItem

Declaration

(BP.AdventureFramework.Conversations)

Paragraph

```
public IEndOfParagraphInstruction Instruction { get; }
```

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

PropertyValue

Response

Type (BP.AdventureFramework.Conversations)

Description

IEndOfParagraphInstruction

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

(BP.AdventureFramework.Conversations.Instructions)

Line

(BP.AdventureFramework.Extensions)

Get or set the line.

(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.Interpretation**

Interpretation

```
public string Line { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.Logic**

Property Value

Logic

Type (BP.AdventureFramework.Logic)

Description

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

+ **BP.AdventureFramework.Rendering**

Rendering

(BP.AdventureFramework.Rendering)

Name

+ **BP.AdventureFramework.Rendering.FrameBuilders**

Get the name.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

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

Property Value

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

(BP.AdventureFramework.Com

BP.AdventureFramework. Responses Conversations

Get or set the responses available to the last line.

(BP.AdventureFramework.Com

Declaration

```
(BP.AdventureFramework.Convers  
ConversationActionCallback  
public Response[] Responses { get; set; }  
(BP.AdventureFramework.Convers
```

LogItem

Property Value

Type	Description
Paragraph (BP.AdventureFramework.Convers Response (BP.AdventureFramework.Conversations.Response.html))[] Participant (BP.AdventureFramework.Convers Response (BP.AdventureFramework.Convers	

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

(BP.AdventureFramework.Com
Assembly: BP.AdventureFramework.dll

Syntax

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (BP.AdventureFramework.Convers
Response	
	(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework.**

↳ Response

Conversations

Inherited Members

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

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

object.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>)

Name: [Participant](#) ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

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

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

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

+ **BP.AdventureFramework.**

↳ **Conversations.Instructions**

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

+ **BP.AdventureFramework.**

↳ **Constructors**

↳ **Extensions**

([BP.AdventureFramework.Extensions](#))

↳ **Response(string)**

+ **BP.AdventureFramework.**

↳ **Interpretation**

Initiates an instance of the Response class.

([BP.AdventureFramework.Interpretation](#))

Declaration:

+ **BP.AdventureFramework.**

↳ **Logic**

public Response(string line)

([BP.AdventureFramework.Logic](#))

Parameters:

+ **BP.AdventureFramework.**

↳ **Rendering**

([BP.AdventureFramework.Rendering](#))

String (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line to trigger this response.

+ **BP.AdventureFramework.**

↳ **Rendering.FrameBuilders**

Response(string EndOfParagraphInstruction)

This method creates a new instance of the Response class.

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
IBP.AdventureFramework.Core string (https://learn.microsoft.com/dotnet/api/system.string) IBP.AdventureFramework.Conversations	<i>line</i>	The line to trigger this response.
IBP.AdventureFramework.Core IEndoOfParagraphInstruction (IBP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html) (IBP.AdventureFramework.Convers	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Properties

Properties

InetParticipant

Instruction

Get the end-of-paragraph instruction. Then respond.

paragraph(BT:AdventureFramework.Convers

Declaration of the AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Com)

+ BP AdventureFramework

Property Value Extensions

Type **TBP.AdventureFramework.Exten**

•|EndOfParagraphInstruction|

+ BP.AdventureFramework.
(BP.AdventureFramework.ConversationInterpretation)

Interpretation

(BPA:Adventure Framework.intl)

The AdventureFramework.

Logic

(BP.AdventureFramework.Log)

Declaration + BP.AdventureFramework.

Rendering public string Line { get; }

(BP.AdventureFramework.Ren

+ BP AdventureFramework.

Property Value **Rendering.FrameBuilders**

Type
(BP.AdventureFramework.Render)

string (<https://learn.microsoft.com/dotnet>)
+ **BPAdventureFramework**

Dimension of Information

▼

(BP.AdventureFramework.Conversations)

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Conversation

(BP.AdventureFramework.Conversations)

ConversationActionCallback

(BP.AdventureFramework.Conversations)

LogItem

(BP.AdventureFramework.Conversations)

Paragraph

(BP.AdventureFramework.Conversations)

Participant

(BP.AdventureFramework.Conversations)

Response

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Commands

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Com

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Con

Jump (BP.AdventureFramework.Conversations.Instructions.Jump.html)

Conversations.Instructions

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Con

First

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Convers

An end of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Convers

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Convers

Last

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Convers

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Convers

Previous

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Convers

An end of paragraph instruction that repeats.

(BP.AdventureFramework.Convers

ToName

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

(BP.AdventureFramework.Convers

An end of paragraph instruction that shifts paragraphs based on a delta.

+ BP.AdventureFramework.

Extensions

Interfaces

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Represents an instruction to be carried out at the end of a paragraph.

Logic

▼

(BP.AdventureFramework.Ass

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

First

(BP.AdventureFramework.Convers

GoTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

+ **BP.AdventureFramework.**

Commands

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Com

Implements

+ **BP.AdventureFramework.**

Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction))

Inherited from **BP.AdventureFramework.Conversations**

+ **BP.AdventureFramework.**

Conversations

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com

equals(system-object-system-object))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Com

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>)

IEndOfParagraphInstruction

Namespace: BP ([BP.html](https://learn.microsoft.com/dotnet/api/bp.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.html)).Conversations

([BP.AdventureFramework.Conversations](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions))

Jump

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework](https://learn.microsoft.com/dotnet/api/bp.adventureframework).Convers

Syntax

Last

([BP.AdventureFramework.Convers](https://learn.microsoft.com/dotnet/api/bp.adventureframework.convers)

public sealed class First : IEndOfParagraphInstruction

Next

([BP.AdventureFramework.Convers](https://learn.microsoft.com/dotnet/api/bp.adventureframework.convers)

Previous

([BP.AdventureFramework.Convers](https://learn.microsoft.com/dotnet/api/bp.adventureframework.convers)

Repeat

([BP.AdventureFramework.Convers](https://learn.microsoft.com/dotnet/api/bp.adventureframework.convers)

ToName

([BP.AdventureFramework.Convers](https://learn.microsoft.com/dotnet/api/bp.adventureframework.convers)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Interpretation

([BP.AdventureFramework.Inter](https://learn.microsoft.com/dotnet/api/bp.adventureframework.inter)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.paragraph.html))

(BP.AdventureFramework.Logi

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)	current	The current paragraph.

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
T BP.AdventureFramework.Commands .int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Com

BP.AdventureFramework. Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

- **BP.AdventureFramework.
Conversations.Instructions**
(BP.AdventureFramework.Con

First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.
Extensions**
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.
Interpretation**
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.
Logic**
(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Conversation\)](#)

↳ GoTo

+ BP.AdventureFramework.

Implements

Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

- BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Conversation)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

First

object.GetHashCode () ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

GoTo

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString () ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversation)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

↳ [Jump](#) ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework.dll

Last

Syntax

(BP.AdventureFramework.Conversation)

Next

public sealed class GoTo : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversation)

Previous

(BP.AdventureFramework.Conversation)

Root

Constructors

(BP.AdventureFramework.Conversation)

ToName

(BP.AdventureFramework.Conversation)

GoTo(int)

+ BP.AdventureFramework.

Create a new instance of the GoTo class.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

+ BP.AdventureFramework.

Type

Name	Description
------	-------------

Logic

int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.
---	-------	----------------------------------

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

Properties

Index

Get the index.



Declaration

Commands

([BP.AdventureFramework.Com](#))

+ BP.AdventureFramework.

Properties

([BP.AdventureFramework.Con](#)

- [BP.AdventureFramework.](#)

Conversations

([BP.AdventureFramework.Con](#)

Type

Description

- [int \(https://learn.microsoft.com/dotnet/api/system.int32\)](#)

Conversations.Instructions

([BP.AdventureFramework.Con](#)

First

Methods

([BP.AdventureFramework.Convers](#)

GoTo

([BP.AdventureFramework.Convers](#)

GetIndexOfNext(Paragraph, Paragraph[])

([BP.AdventureFramework.Convers](#)

Get the index of the next paragraph.

Jump

Declaration

([BP.AdventureFramework.Convers](#)

Last

([BP.AdventureFramework.Convers](#)

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Next

([BP.AdventureFramework.Convers](#)

Parameters

Paragraph previous

Type

Name

Description

Repeat

Paragraph current ([BP.AdventureFramework.Conversations.Paragraph.html](#))

current

The current paragraph.

ToName

Paragraph collection ([BP.AdventureFramework.Conversations.Paragraph.html](#))

collection

The collection of paragraphs.

+ BP.AdventureFramework.

Returns

Extensions

([BP.AdventureFramework.Exte](#)

Description

- [int \(https://learn.microsoft.com/dotnet/api/system.int32\)](#)

The index of the next paragraph.

Interpretation

([BP.AdventureFramework.Inter](#)

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Logi](#)

+ BP.AdventureFramework.

Rendering

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

First

(BP.AdventureFramework.Convers)

GoTo

(BP.AdventureFramework.Convers)

IEndOfPargraphInstruction

(BP.AdventureFramework.Convers)

Jump

(BP.AdventureFramework.Convers)

Last

(BP.AdventureFramework.Convers)

Next

(BP.AdventureFramework.Convers)

Previous

(BP.AdventureFramework.Convers)

Repeat

(BP.AdventureFramework.Convers)

ToName

(BP.AdventureFramework.Convers)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Renderina

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations (BP.AdventureFramework.Conversations.html).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll

Syntax

Conversations

(BP.AdventureFramework.Con

public interface IEndOfParagraphInstruction

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Methods

(BP.AdventureFramework.Convers

GoTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Jump

Declaration

(BP.AdventureFramework.Convers

Last

int GetIndexOfNext(Paragraph current, Paragraph[] collection)

(BP.AdventureFramework.Convers

Next

Paragraphs

Previous

Type (BP.AdventureFramework.Convers

Name

Description

Paragraph (BP.AdventureFramework.Convers

current

The current paragraph.

(BP.AdventureFramework.Convers

collection

The collection of

Paragraph (BP.AdventureFramework.Convers

paragraphs.

+ BP.AdventureFramework.

Returns

Extensions

Type

(BP.AdventureFramework.Exte

Description

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ **BPAdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
Jump

(**BPAdventureFramework.Conversations.**Instructions)

Implements

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction>)

Conversations.Instructions

Inherited Members

(**BPAdventureFramework.Conversations.**Instructions)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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>)

(**BPAdventureFramework.Conversations.**Instructions)

Namespace: BP (<https://bp.html>).AdventureFramework (<https://bp.html>).Conversations

(<https://bp.html>).AdventureFramework.Conversations (<https://bp.html>).Instructions (<https://bp.html>).Conversations.Instructions

Assembly: BP.AdventureFramework.dll

Next

Syntax

(**BPAdventureFramework.Conversations.**Instructions)

Previous

public sealed class Jump : IEndOfParagraphInstruction

(**BPAdventureFramework.Conversations.**Instructions)

Repeat

(**BPAdventureFramework.Conversations.**Instructions)

To Name

(**BPAdventureFramework.Conversations.**Instructions)

+ **BPAdventureFramework.**

Jump(int)

Extensions

(**BPAdventureFramework.Extensions.**Jump)

- **BPAdventureFramework.**

Interpretation

(**BPAdventureFramework.Interpretation.**Jump)

+ **BPAdventureFramework.**

Parameters

Logic

Type: **BPAdventureFramework.Logic**

Name	Description
delta	The delta to shift paragraphs by.

+ **BPAdventureFramework.**

Rendering

(**BPAdventureFramework.Rendering.**Jump)

Properties

Delta

Get the delta.



Declaration

+ **BP.AdventureFramework.**
public int Delta { get; }

Conversations

(**BP.AdventureFramework.Conversations**)

Property Value

- **BP.AdventureFramework.**

Type
Conversations.Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

First

(**BP.AdventureFramework.Conversations**)

GoTo

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conversations**)

GetIndexOfNext(Paragraph, Paragraph[])

(**BP.AdventureFramework.Conversations**)

Get the index of the next paragraph.

Last

(**BP.AdventureFramework.Conversations**)

Next

(**BP.AdventureFramework.Conversations**)

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Previous

(**BP.AdventureFramework.Conversations**)

Parameters

Repeat

(**BP.AdventureFramework.Conversations**)

ToName

Paragraph (**BP.AdventureFramework.Conversations.Paragraph.html**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

Name

Description

The current paragraph.

collection

The collection of paragraphs.

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ **BP.AdventureFramework.**

Implements

(**BP.AdventureFramework.Logging**)

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

▼

+ **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Conversations.Instructions**)

First
(**BP.AdventureFramework.Conversations.Instructions.First**)
GoTo
(**BP.AdventureFramework.Conversations.Instructions.GoTo**)
IEndOfParagraphInstruction
(**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**)
Jump
(**BP.AdventureFramework.Conversations.Instructions.Jump**)
Last
(**BP.AdventureFramework.Conversations.Instructions.Last**)
Next
(**BP.AdventureFramework.Conversations.Instructions.Next**)
Previous
(**BP.AdventureFramework.Conversations.Instructions.Previous**)
Repeat
(**BP.AdventureFramework.Conversations.Instructions.Repeat**)
ToName
(**BP.AdventureFramework.Conversations.Instructions.ToName**)

+ **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Rendering**)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (https://learn.microsoft.com/dotnet/api/system.object)

(**BP.AdventureFramework.Conversations**)

Implements

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**)

Interfaces

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(**BP.AdventureFramework.Conversations**)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

(**BP.AdventureFramework.Conversations**)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

(**BP.AdventureFramework.Conversations**)

Jump

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

(**BP.AdventureFramework.Conversations**)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Last

Namespace: BP (**BP.html.AdventureFramework**) (**BP.AdventureFramework.html**).Conversations

(**BP.AdventureFramework.Conversations**)

Next

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Conversations**)

Syntax

Previous

(**BP.AdventureFramework.Conversations**)
public sealed class Last : IEndOfParagraphInstruction
Repeat

(**BP.AdventureFramework.Conversations**)

ToName

(**BP.AdventureFramework.Conversations**)

Methods

BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

Logic

(**BP.AdventureFramework.Logic**)

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

Paragraph (**BP.AdventureFramework.Conversations.Paragraph.html**)

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)	current	The current paragraph.

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

First
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
GoTo
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Jump
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Last
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Next
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Previous
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Repeat
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
ToName
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Next

- BP.AdventureFramework.

Implements

Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

First

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

GoTo

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

IEndOfParagraphInstruction(object)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

GetType()

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

Last

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversations)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Next

(BP.AdventureFramework.Conversations.html).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

(BP.AdventureFramework.Conversations)

Assembly: BP.AdventureFramework.dll

Previous

Syntax

(BP.AdventureFramework.Conversations)

Repeat

public sealed class Next : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Methods

Extensions

(BP.AdventureFramework.Extensions)

GetIndexOfNext(Paragraph, Paragraph[])

Interpretation

Get the index of the next paragraph.

(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

(BP.AdventureFramework.Logic)

Paragraph

(BP.AdventureFramework.Renderers)

Paragraph ([BP.AdventureFramework.Conversations.Paragraph.html](#))

+ BP.AdventureFramework.

RenderingFrameBuilders

Type	Name	Description
(BP.AdventureFramework.Renderers)	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
Conversations int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

First

(BP.AdventureFramework.Conver

GoTo

(BP.AdventureFramework.Conver

IEndOfParagraphInstruction

(BP.AdventureFramework.Conver

Jump

(BP.AdventureFramework.Conver

Last

(BP.AdventureFramework.Conver

Next

(BP.AdventureFramework.Conver

Previous

(BP.AdventureFramework.Conver

Repeat

(BP.AdventureFramework.Conver

ToName

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

RenderingFrameBuilders

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- **BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**

Implements

First	IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
GoTo	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Jump	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Last	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Next	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Previous	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Repeat	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
ToName	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.Extensions**

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.Interpretation**

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.Logic**

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.Rendering**

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.Rendering.FrameBuilders**

(BP.AdventureFramework.Rendering.FrameBuilders)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

(**BP.AdventureFramework.Conversations.Instructions**)

Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.iendofparagraphinstruction))

Inherited Members

Goto

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)))

IEndOfParagraphInstruction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([BP.AdventureFramework.Conversations](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Conversations](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations))

Namespace: BP ([BP.html](https://bp.html)).AdventureFramework ([BP.html](https://bp.html)).Conversations

([BP.html](https://bp.html)).AdventureFramework.Conversations ([BP.html](https://bp.html)).Instructions ([BP.html](https://bp.html)).Conversations.Instructions

([BP.html](https://bp.html)).AdventureFramework.Conversations

Assembly: BP.AdventureFramework.dll

Repeat

([BP.html](https://bp.html).AdventureFramework.Conversations)

ToName

public sealed class Repeat : IEndOfParagraphInstruction

([BP.html](https://bp.html).AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Methods

+ **BP.AdventureFramework.**

Interpretation

GetIndexOfNext(Paragraph, Paragraph[])

([BP.html](https://bp.html).AdventureFramework.Interpreta

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Logon

(**BP.AdventureFramework.Logi**

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

+ **BP.AdventureFramework.**

Rendering

Parameters

([BP.html](https://bp.html).AdventureFramework.Rende

Type

+ **BP.AdventureFramework.**

RenderingFrameBuilders

([BP.html](https://bp.html).AdventureFramework.Rende

Type	Name	Description
Paragraph (BP.html .AdventureFramework.Conversations.Paragraph.html)	current	The current paragraph.

([BP.html](https://bp.html).AdventureFramework.Rende

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	collection	The collection of paragraphs.

Returns

Type	Description
- int (dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
GoTo (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Jump (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Last (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Next (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Previous (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Repeat (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
ToName (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Class ToName

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

- **BP.AdventureFramework.**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ToName
↳ Conversations.Instructions
↳ (BP.AdventureFramework.Conversations.Instructions)

Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
↳ (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Inherited Members
Goto

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)))
IEndOfParagraphInstruction

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))
IEquals

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ (BP.AdventureFramework.Conversations)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(BP.AdventureFramework.Conversations.html).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework.dll

Repeat

Syntax

(BP.AdventureFramework.Conversations)

ToName

public sealed class ToName : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

Constructors

(BP.AdventureFramework.Exten

+ **BP.AdventureFramework.**

ToName(string)

Interpretation

(BP.AdventureFramework.Interpreter)

Create a new ToName instance.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Parameters

Rendering

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the paragraph to jump to.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Properties

Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**

```
    public string Name { get; }
```

Conversations.Instructions

(BP.AdventureFramework.Con

Property Value

First

Type **BP.AdventureFramework.Convers**

GoTo
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Convers

Description

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.
Previous

Declaration

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] collection)

ToName

(BP.AdventureFramework.Convers

Parameters

+ **BP.AdventureFramework.**

Type **Extensions**

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Exte

Name

Description

current The current paragraph.

+ **BP.AdventureFramework.**

Type **Logic**

(BP.AdventureFramework.Logic

(BP.AdventureFramework.Logic

collection

The collection of

paragraphs.

(BP.AdventureFramework.Inter

Returns

+ **BP.AdventureFramework.**

Type **Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ **BP.AdventureFramework.**

Rendering
Implements

(BP.AdventureFramework.Ren

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

▼

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Conver

First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rend

- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com
DirectionExtensions

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

Conversations

on versions for Directions.

(BP.AdventureFramework.Con

String Extensions (BP.AdventureFramework.Extensions.StringExtensions.html)

Conversations Instructions

Provides extension methods for strings.

(BP.AdventureFramework.Con

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

+ **BP.AdventureFramework.**

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Com

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**

Conversations (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Com

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

- **BP.AdventureFramework.**

Extensions (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Exte

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Extensions

([BP.AdventureFramework.Extensions.html](#))

DirectionExtensions

Assembly: BPAdventureFramework.dll

Syntax

StringExtensions

([BP.AdventureFramework.Exten](#)

public static class DirectionExtensions

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

BP.AdventureFramework.

Methods

Logic

(BP.AdventureFramework.Logi

Inverse(Direction)

+ **BP.AdventureFramework.**

Rendering direction.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

public static Direction Inverse(this Direction value)

(BP.AdventureFramework.Render

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders.

Color

Direction ([BP.AdventureFramework.Assets.Locations.Direction.html](#))

(BP.AdventureFramework.Render

Returns

+ **BP.AdventureFramework.**

Rendering.Frames

Type	Name	Description
Color	value	The direction.

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + **BP.AdventureFramework.**
 - Commands**
(BP.AdventureFramework.Com)
- + **BP.AdventureFramework.**
 - Conversations**
(BP.AdventureFramework.Con)
- + **BP.AdventureFramework.**
 - Conversations.Instructions**
(BP.AdventureFramework.Con)
- **BP.AdventureFramework.**
 - Extensions**
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + **BP.AdventureFramework.**
 - Interpretation**
(BP.AdventureFramework.Inter)
- + **BP.AdventureFramework.**
 - Logic**
(BP.AdventureFramework.Logi)
- + **BP.AdventureFramework.**
 - Rendering**
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
Color
(BP.AdventureFramework.Rend)
- + **BP.AdventureFramework.**
 - Renderina.Frames**

Class StringExtensions

Provides extension methods for strings.

Filter by title

+ BP.AdventureFramework.

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(BP.AdventureFramework.Com

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))
(BP.AdventureFramework.Com

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.Exte

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions
(BP.AdventureFramework.Extensions.html)
DirectionExtensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Extensions)

Syntax: StringExtensions

 (BP.AdventureFramework.Extensions)

 public static class StringExtensions

+ BP.AdventureFramework.

Interpretation

 (BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

Logic

 (BP.AdventureFramework.Logi

CaseInsensitiveContains(string, string)

+ BP.AdventureFramework.

Rendering indicating whether a specified substring occurs within this string. This is not case sensitive.

 (BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

 public static bool CaseInsensitiveContains(this string value, string subString)

 (BP.AdventureFramework.Render

Parameters

+ BP.AdventureFramework.

Type: **Rendering.FrameBuilders.**

Name

Description

Color (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

(BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

subString

The string to seek.

+ BP.AdventureFramework.

Renderina.Frames

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

+ BP.AdventureFramework.

EnsureFinishedSentence(string)

(BP.AdventureFramework.Com)

Ensure this string is a finished sentence, ending in either ?, ! or .

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Con)

public static string EnsureFinishedSentence(this string value)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Con)

Type

- BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Extensions

(BP.AdventureFramework.Exte

Returns

Type	Name	Description
DirectionExtensions (BP.AdventureFramework.Extensions)		

+ BP.AdventureFramework.

EqualsExaminable(string, IExaminable)

(BP.AdventureFramework.Inte

Determine if this string equals an IExaminable.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

public static bool EqualsExaminable(this string value, IExaminable examinable)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type

Color

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Renderina.Frames

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
BP.AdventureFramework.Commands		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	The identifier.

Returns

+ BP.AdventureFramework.

Type Conversations.Instructions

Type	Description
(BP.AdventureFramework.Commands)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)

True if this string equals the identifier, else false.

- BP.AdventureFramework.

Extensions

+ BP.AdventureFramework.Extensions

DirectionExtensions

Get an objectifier for a word.
(BP.AdventureFramework.Extensions)

StringExtensions

(BP.AdventureFramework.Extensions)

```
public static string GetObjectifier(this string word)
```

+ BP.AdventureFramework.

Interpretation

Parameters

+ BP.AdventureFramework.Interpretation

Type

Type	Name	Description
BP.AdventureFramework.Logic	word	The word.

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Type

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

+ BP.AdventureFramework.

Rendering.FrameBuilders

IsPlural(string)

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Declaration

Color

(BP.AdventureFramework.Rendering)

```
public static bool IsPlural(this string word)
```

+ BP.AdventureFramework.

Rendering.Frames

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
+ BP.AdventureFramework. Commands	True if the word is plural.

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**
IsVowel(String)

Conversations

(**BP.AdventureFramework.Con**)

- **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**)

- **BP.AdventureFramework.**

Parameters

Extensions

Type	Name	Description
StringExtensions	value	The value to check.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Exte**)

StringExtensions

(**BP.AdventureFramework.Exten**)

Returns

Type

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Interpretation

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

LineCount(String)

Logic

Determining the number of lines in this string.

(**BP.AdventureFramework.Log**)

Declaration

+ **BP.AdventureFramework.**

Rendering

public static int LineCount(this string value)

(**BP.AdventureFramework.Render**)

Parameters

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Render**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Returns

Color

Type

(**BP.AdventureFramework.Render**)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Rendering.Frames

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

Conversations

Returns

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The unfinished string.

(BP.AdventureFramework.Con

- BP.AdventureFramework.

ToDescription(string)

Extensions

(BP.AdventureFramework.Exte

Returns this string as a Description.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Description ToDescription(this string value)
```

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Logic

Returns

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

Description ([BP.AdventureFramework.Assets.Description.html](#))

Description

This string as a description.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

ToIdentifier(string)

Rendering.FrameBuilders

Returns

(BP.AdventureFramework.Ren

Declarations

(BP.AdventureFramework.Ren

Rendering.FrameBuilders.

```
public static Identifier ToIdentifier(this string value)
```

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Renderina.Frames

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework .Assets.Identifier.html)	This string as an identifier.

Commands

(BP.AdventureFramework.Commands)

ToSentenceCase(string)

+ BP.AdventureFramework.

Conversations

Converts a string to sentence case.

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Parameters

- BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Extensions)		

string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
--	-------	------------

DirectionExtensions

Returns

StringExtensions

Type	Description
(BP.AdventureFramework.Extensions)	

string (https://learn.microsoft.com/dotnet/api/system.string)	The word in sentence case.
--	----------------------------

Interpretation

(BP.AdventureFramework.Interpretation)

ToSpeech(string)

+ BP.AdventureFramework.

Converts a string to speech.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Renderers)		

string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
--	-------	------------

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders

Type	Description
(BP.AdventureFramework.Renderers)	

string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.
--	-----------------------------

+ BP.AdventureFramework.

Rendering.Frames

▼

- + **BP.AdventureFramework.**
 - Commands**
(BP.AdventureFramework.Com)
 - + **BP.AdventureFramework.**
 - Conversations**
(BP.AdventureFramework.Con)
 - + **BP.AdventureFramework.**
 - Conversations.Instructions**
(BP.AdventureFramework.Con)
 - **BP.AdventureFramework.**
 - Extensions**
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
 - + **BP.AdventureFramework.**
 - Interpretation**
(BP.AdventureFramework.Inter)
 - + **BP.AdventureFramework.**
 - Logic**
(BP.AdventureFramework.Logi)
 - + **BP.AdventureFramework.**
 - Rendering**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
 - Color**
(BP.AdventureFramework.Rend)
 - + **BP.AdventureFramework.**
 - Renderina.Frames**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

Conversations

Provides help for a command

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

CustomCommandInterpreter

Conversations.Instructions

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

(BP.AdventureFramework.Com

Provides an object that can be used for interpreting custom commands.

+ BP.AdventureFramework.

Extensions

InterpretationResult

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

- BP.AdventureFramework.

Represents the result of an interpretation.

Interpretation

(BP.AdventureFramework.Inter

Interfaces

CommandHelp

(BP.AdventureFramework.Interp

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Interp

Represents any object that can act as an interpreter for input.

IInterpreter

(BP.AdventureFramework.Interp

InterpretationResult

(BP.AdventureFramework.Interp

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ CommandHelp

↳ Conversations

Implements

(**BP.AdventureFramework.Con**)

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp>

(**BP.AdventureFramework.**)

Inherited Members

(**BP.AdventureFramework.Con**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Exte**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.**)

↳ Interpretation

(**BP.AdventureFramework.Inter**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ CommandHelp

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpreter.BPM)

CustomCommandInterpreter

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

Interpreter

(BP.AdventureFramework.Interpret

public class CommandHelp : IEquatable<CommandHelp>

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Constructors

Logic

(**BP.AdventureFramework.Logi**)

CommandHelp(string, string)

Rendering

Initializes a new instance of the CommandHelp class.

(**BP.AdventureFramework.Ren**)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders

public static CommandHelp Create(string command, string description)

(**BP.AdventureFramework.Ren**)

Partners

(**BP.AdventureFramework.**)

Rendering.FrameBuilders.

Type

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Ren**)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.

Properties

([BP.AdventureFramework.Command](#))

Command

Conversations

Get the command.

([BP.AdventureFramework.Command](#))

Declaration

+ [BP.AdventureFramework.Command](#).

Conversations.Instructions

```
public string Command { get; }
```

([BP.AdventureFramework.Command](#))

BP.AdventureFramework.

Property Value

Extensions

Type ([BP.AdventureFramework.Extensions](#))

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- [BP.AdventureFramework.Extensions](#).

Interpretation

([BP.AdventureFramework.Interpreter](#))

Description

CommandHelp

Get the description of the command.

([BP.AdventureFramework.Interpreter](#))

Declaration

([BP.AdventureFramework.Interpreter](#))

IInterpreter

```
public string Description { get; }
```

([BP.AdventureFramework.Interpreter](#))

Property Value

+ [BP.AdventureFramework.Interpreter](#).

Description

Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Logic](#))

BP.AdventureFramework.

Rendering

Methods

[BP.AdventureFramework.Rendering](#)

+ BP.AdventureFramework.

[Equal\(CommandHelpers\)](#)

([BP.AdventureFramework.Rendering](#))

Indicates whether the current object is equal to another object of the same type.

+ BP.AdventureFramework.

Declaration

[Rendering.FrameBuilders](#).

Color

```
public bool Equals(CommandHelpers other)
```

([BP.AdventureFramework.Rendering](#))

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

Type [\(BP.AdventureFramework.Com](#)

+ **BP.AdventureFramework.** learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool if the [current object is equal to the other parameter; otherwise, \[true\]\(https://learn.microsoft.com/dotnet/api/system.bool\).](https://learn.microsoft.com/dotnet/api/system.bool)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Implements

+ **BP.AdventureFramework.**

IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

(BP.AdventureFramework.Exte

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

CommandHelp

[\(BP.AdventureFramework.Interpre](#)

CustomCommandInterpreter

[\(BP.AdventureFramework.Interpre](#)

IInterpreter

[\(BP.AdventureFramework.Interpre](#)

InterpretationResult

[\(BP.AdventureFramework.Interpre](#)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(**BP.AdventureFramework.Com**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ CustomCommandInterpreter

Conversations

Implements

(**BP.AdventureFramework.Con**)

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

+ **BP.AdventureFramework**.

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Inter**)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation

([BP.AdventureFramework.Interpretation.html](#))

(**BP.AdventureFramework.Interpret**)

Assembly: BP.AdventureFramework.dll

CustomCommandInterpreter

Syntax

([BP.AdventureFramework.Interpret](#)

 IInterpreter

 public class CustomCommandInterpreter : IInterpreter

 InterpretationResult

 ([BP.AdventureFramework.Interpret](#)

+ **BP.AdventureFramework.**

Properties

(**BP.AdventureFramework.Logi**)

SupportedCommands

Rendering

Get an array of all supported commands.

(**BP.AdventureFramework.Render**)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 public CommandHelp[] SupportedCommands { get; }

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type

Color

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))[]

(**BP.AdventureFramework.Render**)

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(**BP.AdventureFramework.Com**

```
+ public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ **BP.AdventureFramework.**

Conversations

Parameters

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Game([BP.AdventureFramework.Game](#))

Name

Description

game

The game.

(**BP.AdventureFramework.Com**

Returns

+ **BP.AdventureFramework.**

Type

Extensions

(**BP.AdventureFramework.Exte**

CommandHelp[] ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))

Description

The contextual help.

- **BP.AdventureFramework.**

Interpretation

Interpret(string, Game)

(**BP.AdventureFramework.Inter**

InterpretCommandHelp

(**BP.AdventureFramework.Interpret**

Declaration

CustomCommandInterpreter

(**BP.AdventureFramework.Interpret**

```
+ public InterpretationResult Interpret(string input, Game game)
```

(**BP.AdventureFramework.Interpret**

InterpretationResult

(**BP.AdventureFramework.Interpret**

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

Logic

(**BP.AdventureFramework.Logi**

Game([BP.AdventureFramework.Logic.Game.html](#))

game

The game.

+ **BP.AdventureFramework.**

Returns

Rendering

(**BP.AdventureFramework.Render**

InterpretationResult

+ **BP.AdventureFramework.**

([BP.AdventureFramework.Interpretation.InterpretationResult.html](#))

Description

The result of the interpretation.

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

Implementation

Rendering.FrameBuilders

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

Color

(**BP.AdventureFramework.Render**

▼

- (BP.AdventureFramework.Com
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte
- BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter
 CommandHelp
 (BP.AdventureFramework.Interpret
 CustomCommandInterpreter
 (BP.AdventureFramework.Interpret
 IInterpreter
 (BP.AdventureFramework.Interpret
 InterpretationResult
 (BP.AdventureFramework.Interpret
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.html)

Assembly: BPAdventureFramework.dll

+ BP.AdventureFramework.

Syntax

Conversations

(BP.AdventureFramework.Conversation)
public interface IInterpreter

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation.Instruction)

Properties

SupportedCommands

- BP.AdventureFramework.
Get an array of all supported commands.

Interpretation

Declaration

(BP.AdventureFramework.Interpreter)
CommandHelp[] SupportedCommands { get; }
(BP.AdventureFramework.Interpreter)
CustomCommandInterpreter

Property Value

Type	Description
CommandHelp[]	(BP.AdventureFramework.Interpreter) (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

GetContextualCommandHelp(Game)

(BP.AdventureFramework.Renderer)

Get contextual command help for a game, based on its current state.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[] (BP.AdventureFramework.CommandHelp.html)	The contextual help.

+ BP.AdventureFramework.

Conversations
Interpret(String, Game)
(BP.AdventureFramework.Conversations)

Interpret a string.

+ BP.AdventureFramework.

Declaration
Conversations.Instructions

(BP.AdventureFramework.Conversations)

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Extensions

Parameters
(BP.AdventureFramework.Extensions)

Type

- BP.AdventureFramework.

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

input

The string to interpret.

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

CommandHelp

Return
(BP.AdventureFramework.Interpretation)

Type
CustomCommandInterpreter

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

(BP.AdventureFramework.Com)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ InterpretationResult

Conversations

Inherited Members

(BP.AdventureFramework.Com)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

↳ Conversations.Instruction

(BP.AdventureFramework.Com)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

↳ Extensions

(BP.AdventureFramework.Exten

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object1, object2) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

(BP.AdventureFramework.Inter

Assembly: BP.AdventureFramework.dll

Syntax

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public class InterpretationResult

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Constructors

InterpretationResult

(BP.AdventureFramework.Interpret

InterpretationResult(bool, ICommand)

Logic

Initializes a new instance of the InterpretationResult class.

(BP.AdventureFramework.Logi

Declaration

+ **BP.AdventureFramework.**

Rendering

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders

Type

(BP.AdventureFramework.Render

bool

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Rendering.FrameBuilders.

n)

Color

(BP.AdventureFramework.Render

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

(BP.AdventureFramework.Com Properties

+ BP.AdventureFramework.

Conversations

Command
(BP.AdventureFramework.Com

Conversations

Instructions
Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

Properties
(BP.AdventureFramework.Exte

- Type
BP.AdventureFramework.

Description

Interpretation

ICOMMAND (BP.AdventureFramework.Commands.ICommand.html)

(BP.AdventureFramework.Inter

CommandHelp

Fail
(BP.AdventureFramework.Interpret

CustomCommandInterpreter

Get a failure
(BP.AdventureFramework.Interpret

IInterpreter

Declaration
(BP.AdventureFramework.Interpret

InterpretationResult

public static InterpretationResult Fail { get; }

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Property Value

Logic

Type
(BP.AdventureFramework.Logi

Description

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

WasInterpretedSuccessfully

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

RenderingFrameBuilders

Color

Properties
(BP.AdventureFramework.Ren

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

(BP.AdventureFramework.Com

- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Con
- + **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con
- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte
- **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
 - CommandHelp
 (BP.AdventureFramework.Interpret
 - CustomCommandInterpreter
 (BP.AdventureFramework.Interpret
 - IInterpreter
 (BP.AdventureFramework.Interpret
 - InterpretationResult
 (BP.AdventureFramework.Interpret
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rend
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rend
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Logic

Classes

Filter by title ▾

(BP.AdventureFramework.Con
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

+ **BP.AdventureFramework.** End check.

Conversations.Instructions

(BP.AdventureFramework.Con
Game (BP.AdventureFramework.Logic.Game.html)

+ **BP.AdventureFramework.** Represents a game.

Extensions

(BP.AdventureFramework.Exte
Enums

+ **BP.AdventureFramework.**

Interpretation

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

(BP.AdventureFramework.Inter

Enumeration of exit modes.

- **BP.AdventureFramework.**

Logic

GameState (BP.AdventureFramework.Logic.GameState.html)

(BP.AdventureFramework.Logi

Enumeration of game states.

EndCheck

Delegates

EndCheckResult

(BP.AdventureFramework.Logic.En

ExitMode

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

(BP.AdventureFramework.Logic.Ex

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

(BP.AdventureFramework.Logic.Overw

Represents a callback for Overworld creation.

+ **BP.AdventureFramework.**

Rendering

PlayerCreationCallback (BP.AdventureFramework.Render

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Represents a callback for Player creation.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Con

+ BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con

+ BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter

- BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi

EndCheck
(BP.AdventureFramework.Logic.En
EndCheckResult
(BP.AdventureFramework.Logic.En
ExitMode
(BP.AdventureFramework.Logic.Ex
Game
(BP.AdventureFramework.Logic.Ga
GameCreationCallback
(BP.AdventureFramework.Logic.Ga
GameState
(BP.AdventureFramework.Logic.Ga
OverworldCreationCallback
(BP.AdventureFramework.Logic.Ov
PlayerCreationCallback
(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Render

+ BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Delegate EndCheck

Represents the callback used for end checks.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

public delegate EndCheckResult EndCheck(Game game)

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Interpretation	game	The game to check for end.

- BP.AdventureFramework.

Returns

Logic

Type	Description
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
(BP.AdventureFramework.Conversations.Instructions) string (https://learn.microsoft.com/dotnet/api/system.string)	
+ BP.AdventureFramework.	
Conversations.Instructions	
(BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logic)	
EndCheck	
(BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ BP.AdventureFramework.	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(BP.AdventureFramework.Contributed)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public enum ExitMode

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Fields

- BP.AdventureFramework.

Name

Logic

(BP.AdventureFramework.Logic)

EndCheck

ReturnToTitleScreen

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Class Game

Represents the structure of the game

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BPAdventureFramework.**

↳ Game

Conversations.Instructions

Inherited Members

([BP.AdventureFramework.Con](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BPAdventureFramework.**

↳ Extensions

([BP.AdventureFramework.Exte](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BPAdventureFramework.**

↳ Interpretation

([BP.AdventureFramework.Inter](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Log

([BP.AdventureFramework.Logi](#))

EndCheck

public sealed class Game

([BP.AdventureFramework.Logic.En](#))

EndCheckResult

([BP.AdventureFramework.Logic.En](#))

ExitMode

([BP.AdventureFramework.Logic.Ex](#))

Game

([BP.AdventureFramework.Logic.Ga](#))

GameCreationCallback

([BP.AdventureFramework.Logic.Ga](#))

GetGameState error prefix.

([BP.AdventureFramework.Logic.Ga](#))

Declaration

OverworldCreationCallback

([BP.AdventureFramework.Logic.Ov](#))

public const string DefaultErrorPrefix = "Oops"

PlayerCreationCallback

([BP.AdventureFramework.Logic.Pla](#))

Field Value

([BP.AdventureFramework.](#))

Rendering

Description

([BP.AdventureFramework.Ren](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#))

Properties

+ **BP.AdventureFramework.**

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

(BP.AdventureFramework.Conversation)

Property Value

+ **BP.AdventureFramework.**

Type

Conversations.Instructions

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

(BP.AdventureFramework.Conversation)

+ **BP.AdventureFramework.**

Extensions

Author

(BP.AdventureFramework.Extensions)

Get or set the name of the author.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public string Author { get; set; }
```

- **BP.AdventureFramework.**

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

string (BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

DefaultInterpreter

(BP.AdventureFramework.Logic.DefaultInterpreter)

Game

Get the default interpreter.

(BP.AdventureFramework.Logic.Game)

Declaration

GameStateCreationCallback

(BP.AdventureFramework.Logic.GameStateCreationCallback)

GameState

```
public static IInterpreter DefaultInterpreter { get; }
```

(BP.AdventureFramework.Logic.GameStateCreationCallback)

OverworldCreationCallback

Property Value

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Type

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

DefaultSize

+ **BP.AdventureFramework.**

Get the default size.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

Descriptions.Instructions

(BP.AdventureFramework.Con
Get the description.

+ BP.AdventureFramework.

Declaration
Extensions

(BP.AdventureFramework.Exte
public string Description { get; }

+ BP.AdventureFramework.

Interpretation

Property Value
(BP.AdventureFramework.Inter

Type	Description
- BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	

Logic

(BP.AdventureFramework.Logi

DisplayCommandListInSceneFrames

(BP.AdventureFramework.Logic.E
Get EndCheckResult

EndCheckResult - hand list is displayed in scene frames.

(BP.AdventureFramework.Logic.E
Declaration
ExitMode

(BP.AdventureFramework.Logic.Ex
Game
public bool DisplayCommandListInSceneFrames { get; set; }

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

Property Value
(BP.AdventureFramework.Logic.Ga

Type
GameState

(BP.AdventureFramework.Logic.Ga
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

DisplaySize

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

Declaration
(BP.AdventureFramework.Render

+ BP.AdventureFramework.
public Size DisplaySize { get; }

Rendering.FrameBuilders

Property Value
(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Get or set the error prefix.

(BP.AdventureFramework.Con

Declaration:

Conversations.Instructions

```
public string ErrorPrefix { get; set; }
```

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Exte

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

FrameBuilders

- BP.AdventureFramework.

Get or set the collection of frame builders used to render this game.

Logic

(BP.AdventureFramework.Logi

Declaration:

EndCheck

(BP.AdventureFramework.Logic.Fram FrameBuilders { get; set; }

EndCheckResult

(BP.AdventureFramework.Logic.En

Property Value

ExitMode

Type (BP.AdventureFramework.Logic.Ex

Description

Game

FrameBuilderCollection

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

Introduction

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Declaration:

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

```
public string GameCreation { get; }
```

Rendering

(BP.AdventureFramework.Render

Property Value

Type (BP.AdventureFramework.

Description

Rendering_FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

(BP.AdventureFramework.Conversations.Instructions)

Property Value

+ BP.AdventureFramework.

Type

Conversations.Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Conversations.Instructions)

Description

+ BP.AdventureFramework.

Extensions

Name

(BP.AdventureFramework.Extensions)

Get the name.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public string Name { get; }
```

- BP.AdventureFramework.

Logic

Property Value

(BP.AdventureFramework.Logic)

Type

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

Overworld

(BP.AdventureFramework.Logic.ExitMode)

Game

Get the overworld.

(BP.AdventureFramework.Logic.Game)

Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

```
public Overworld Overworld { get; }
```

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

Property Value

(BP.AdventureFramework.Logic.Overworld)

Type

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Player

+ BP.AdventureFramework.

Get the player.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

SceneMapKeyTypeStructures

(BP.AdventureFramework.Con

Get or set the type of key to use on the scene map.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

```
public KeyType SceneMapKeyType { get; set; }
```

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Type

- BP.AdventureFramework.

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

Logic

(BP.AdventureFramework.Logi

EndCheck

Methods

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

Game

Create a new callback for generating instances of a game.

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

```
public static GameCreationCallback Create(string name, string introduction, string d  
(BP.AdventureFramework.Logic.Ga  
escription, OverworldCreationCallback overworldGenerator, PlayerCreationCallback pla  
yerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Parameters

(BP.AdventureFramework.Logic.Pla

Type	Name	Description
+ BP.AdventureFramework.		
Rendering		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
+ BP.AdventureFramework.		
RenderingFrameBundles		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ BP.AdventureFramework.		
Rendering		
(https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
+ BP.AdventureFramework.		

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BPAdventureFramework. Conversations.Instructions (BPAdventureFramework.Conversations.Instructions.html)	<i>completionCondition</i>	The callback used to check game completion.
- BPAdventureFramework. EndCheck (BPAdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

Extensions

Returns

(BP.AdventureFramework.Extensions.html)

Type	Description
+ BPAdventureFramework. GameCreationHelper (BPAdventureFramework.Logic.GameCreationHelper.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BPAdventureFramework.

Logic

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)
(BPAdventureFramework.Logic.Create.html)

Create a new callback for generating instances of a game.
(BPAdventureFramework.Logic.Create.html)

Declaration

(BP.AdventureFramework.Logic.Ex)

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IGameState interpreter)
```

(BP.AdventureFramework.Logic.GameCreationCallback.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

Type	Name	Description
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>name</i>	The name of the game.
+ BPAdventureFramework. Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ BPAdventureFramework. Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BPAdventureFramework.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BPAdventureFramework. Conversations.Instructions (BPAdventureFramework.Conversations.Instructions.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BPAdventureFramework.Con EndCheck (BPAdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
Extensions (BPAdventureFramework.Assets.Size.html)	<i>displaySize</i>	The display size.
+ BPAdventureFramework. FrameBuilderCollection (BPAdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
+ BPAdventureFramework. Interpretation (BPAdventureFramework.Interpretation.html)	<i>exitMode</i>	The exit mode.
- BPAdventureFramework. Logic (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	A prefix to use when displaying errors.
IIInterpreter (BPAdventureFramework.Interpretation.IIInterpreter.html)	<i>interpreter</i>	The interpreter.

Type	Description
Game (BPAdventureFramework.Logic.Game.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
GameCreationCallback (BPAdventureFramework.Logic.GameCreationCallback.html)	
GameState (BPAdventureFramework.Logic.GameState.html)	

DisplayAbout()
(BPAdventureFramework.Logic.DisplayAbout.html)

Display the about frame.
(BPAdventureFramework.Logic.DisplayAbout.html)

Declaration
+ BPAdventureFramework.

Rendering
public void DisplayAbout()
(BPAdventureFramework.Rendering.DisplayAbout.html)

+ BPAdventureFramework.

Rendering
FrameBuilders
DisplayHelp()
(BPAdventureFramework.Rendering.DisplayHelp.html)

Display the help frame.
+ BPAdventureFramework.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

(**BP.AdventureFramework.Conversation**)
Display the map frame.

+ **BP.AdventureFramework.**

Declaration

Conversations.Instructions

(**BP.AdventureFramework.Conversation**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Display a transition frame.

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

- **BP.AdventureFramework.**Transition(string title, string message)

Logic

(**BP.AdventureFramework.Logic**)

Parameters

Type	Name	Description
EndCheck (BP.AdventureFramework.Logic.EndCheck)		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message.

(**BP.AdventureFramework.GameCreationCallback**)

GameCreationCallback

Execute(**BP.AdventureFramework.Logic.GameCreator**)

GameState

Declaration
(**BP.AdventureFramework.Logic.GameCreator**)

OverworldCreationCallback

```
public static void Execute(GameCreationCallback creator)
```

(**BP.AdventureFramework.Logic.OverworldCreationCallback**)

PlayerCreationCallback

Parameters
(**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**

Rendering

GameCreationCallback

(**BP.AdventureFramework.Rendering.GameCreationCallback**)

	Name	Description
	creator	The creator to use to create the game.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

+ **BP.AdventureFramework.**

FindAdventureTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Type	Name	Description
+ BP.AdventureFramework.Conversations.Instructions string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

Returns

Type	Description
+ BP.AdventureFramework.Extensions IInteractWithItem	The first IInteractWithItem object which has a name that matches the name parameter.
+ BP.AdventureFramework.	

Interpretation

(BP.AdventureFramework.Interpretations)
GetAllPlayerVisibleExaminables()

- [BP.AdventureFramework.](#)

Get all Examinables that are currently visible to the player.

Logic

(BP.AdventureFramework.Logic)

Declaration

```
EndCheck  
+ BP.AdventureFramework.Logic.GetAllPlayerVisibleExaminables()
```

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

Returns

ExitMode

Type	Description
IExaminable	An array of all examinables that are currently visible to the player.
+ BP.AdventureFramework.Logic.GameCreationCallback (BP.AdventureFramework.Assets.IExaminable.html)	

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ [BP.AdventureFramework.](#)

Rendering

(BP.AdventureFramework.Rendering)

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ [BP.AdventureFramework.](#)

Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public delegate Game GameCreationCallback()

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
Game (BP.AdventureFramework.Logic.Game.html)	A game created by the callback.

Logic

(BP.AdventureFramework.Logic)

EndCheck
(BP.AdventureFramework.Logic.EndCheck)
EndCheckResult
(BP.AdventureFramework.Logic.EndCheckResult)
ExitMode
(BP.AdventureFramework.Logic.ExitMode)
Game
(BP.AdventureFramework.Logic.Game)
GameCreationCallback
(BP.AdventureFramework.Logic.GameCreationCallback)
GameState
(BP.AdventureFramework.Logic.GameState)
OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(**BP.AdventureFramework**.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

(**BP.AdventureFramework**.Con

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework**.Exte

Fields

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework**.Inter

Active

Description

Active.

- **BP.AdventureFramework.**

Finished

Finished.

Logic

NotStarted

Not started.

(**BP.AdventureFramework**.Logi

EndCheck

(**BP.AdventureFramework**.Logic.Em

EndCheckResult

(**BP.AdventureFramework**.Logic.Em

ExitMode

(**BP.AdventureFramework**.Logic.Ex

Game

(**BP.AdventureFramework**.Logic.Ga

GameCreationCallback

(**BP.AdventureFramework**.Logic.Ga

GameState

(**BP.AdventureFramework**.Logic.Ga

OverworldCreationCallback

(**BP.AdventureFramework**.Logic.Ov

PlayerCreationCallback

(**BP.AdventureFramework**.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework**.Ren

+ **BP.AdventureFramework.**

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
PlayableCharacter	pC	The playable character that will appear in the Overworld.

Returns

Type	Description
EndCheck	(BP.AdventureFramework.Logic.EndCheckResult)

EndCheck

(BP.AdventureFramework.Logic.EndCheckResult)	Description
Overworld	(BP.AdventureFramework.Assets.Locations.Overworld.html)

Overworld

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

(BP.AdventureFramework.Con

Assembly: BP.AdventureFramework.dll

Syntax

Extensions

public delegate PlayableCharacter PlayerCreationCallback()

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	A generated Player.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck
(BP.AdventureFramework.Logic.EndCheck)
EndCheckResult
(BP.AdventureFramework.Logic.EndCheckResult)
ExitMode
(BP.AdventureFramework.Logic.ExitMode)
Game
(BP.AdventureFramework.Logic.Game)
GameCreationCallback
(BP.AdventureFramework.Logic.GameCreationCallback)
GameState
(BP.AdventureFramework.Logic.GameState)
OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

+ **BP.AdventureFramework.**

 Conversations

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

 Enumeration of key types.

+ **BP.AdventureFramework.**

 Conversations.Instructions

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

 Enumeration of region map modes.

+ **BP.AdventureFramework.**

 Extensions

 (BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

 Interpretation

 (BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

 Logic

 (BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

 Rendering

 (BP.AdventureFramework.Render

 KeyType

 (BP.AdventureFramework.Renderin

 RegionMapMode

 (BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 (BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

 Renderina.Frames

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Commands)

Syntax

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Fields

+ **BP.AdventureFramework.**

Extensions

 Dynamic Dynamic key, only show relevant key items.

(BP.AdventureFramework.Extensions)

 Full Full key.

+ **BP.AdventureFramework.**

None No key.

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

 KeyType

(BP.AdventureFramework.Rendering.KeyType)

 RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

 Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.**

Rendering.Frames

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

+ **BP.AdventureFramework.**

Conversations
 RegionMapMode

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Fields

+ **BP.AdventureFramework.**

Descriptions

 Detailed Shows rooms at a detailed level.

(BP.AdventureFramework.Exte

 Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **BP.AdventureFramework.**

 Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

 KeyType

(BP.AdventureFramework.Renderin

 RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

 Color

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Renderina.Frames

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Extensions

[FrameBuilderCollection.Exte](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
+ [BP.AdventureFramework.](#)

 Provides a collection of all of the frame builders required to run a game.
 [Interpretation](#)

 ([BP.AdventureFramework.Inter](#)

[FrameBuilderCollections](#)

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html](#))
) [Logic](#)

 ([BP.AdventureFramework.Logi](#)

 Provides a container from frame builder collections.

+ [BP.AdventureFramework.](#)

[Rendering](#)

[GridStringBuilder](#)

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

- [BP.AdventureFramework.](#) Provides a class for building strings as part of a grid.

[Rendering.FrameBuilders](#)

[Interfaces](#)

[BP.AdventureFramework.Render](#)

 FrameBuilderCollection

 ([BP.AdventureFramework.Renderir](#)

[IAboutFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build about frames.

 ([BP.AdventureFramework.Renderir](#)

[ICompletionFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h](#)

 ml)
 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build completion frames.

 ([BP.AdventureFramework.Renderir](#)

[IConversationFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h](#)

 tm)
 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build conversation frames.

 ([BP.AdventureFramework.Renderir](#)

[IGameOverFrameBuilder](#)

 ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build game over frames.

 ([BP.AdventureFramework.Renderir](#)

[IRoomMapBuilder](#)

 ([BP.AdventureFramework.Renderir](#)

 Represents any object that can build room map frames.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

IRoomMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapFrameBuilder.html)

+ BP.AdventureFramework.

I) Interpretation

Represents any object that can build region map frames.

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

IRoomMapBuilder

Logic

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

(BP.AdventureFramework.Logi

Represents any object that can build room maps.

+ BP.AdventureFramework.

Rendering

ISceneFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

- BP.AdventureFramework.

Represents any object that can build scene frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ITitleFrameBuilder

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Render

Represents any object that can build title frames.

FrameBuilderCollections

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

ITransitionFrameBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

Represents any object that can build transition frames.

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

IRoomMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

ISceneFrameBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance structure framework

Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Exte

Inheritance framework

Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Logi

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Rendering

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Ren

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

- BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

```
FrameBuilderCollection  
public class FrameBuilderCollection  
(BP.AdventureFramework.Renderir
```

FrameBuilderCollections

(BP.AdventureFramework.Renderir

Constructors

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

**FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,
IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,
IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,
IConversationFrameBuilder)**

(BP.AdventureFramework.Renderir

Initializes a new instance of the FrameBuilderCollection class.

IGameOverFrameBuilder

Declaration

IHelpFrameBuilder

```
(BP.AdventureFramework.Renderir  
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild  
IRegionMapBuilder  
er ISceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuil  
(BP.AdventureFramework.Renderir  
r,ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu  
IRegionMapFrameBuilder  
il IGameOverFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu  
iTransitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Parameters

ISceneFrameBuilder

/BP.AdventureFramework.Renderir

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
Extensions IRRegionMapFrameBuilder (BP.AdventureFramework.Extensions.RegionMapFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IRRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework. Interpretation IHelpFrameBuilder (BP.AdventureFramework.Interpretation.HelpFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework. Logic ICompletionFrameBuilder (BP.AdventureFramework.Logic.CompletionFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework. Rendering IGameOverFrameBuilder (BP.AdventureFramework.Rendering.GameOverFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework. Rendering_FrameBuilders IAboutFrameBuilder (BP.AdventureFramework.Rendering_AboutFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
FrameBuilderCollection ITransitionFrameBuilder (BP.AdventureFramework.Rendering.TransitionFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) (BP.AdventureFramework.Renderer)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering_ConversationFrameBuilder) (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html) (BP.AdventureFramework.Renderer) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer) IRoomMapBuilder (BP.AdventureFramework.Renderer)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

```
Get the AboutFrameBuilder
(BP.AdventureFramework.Renderer)
    IRegionMapBuilder
Declaration
    (BP.AdventureFramework.Renderer)
        IRegionMapFrameBuilder
    public IRegionMapFrameBuilder AboutFrameBuilder { get; }
```

Property value

ISceneFrameBuilder

/BP_AdventureFramework_Renderer

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

(BP.AdventureFramework.Exte
Declaration

+ **BP.AdventureFramework.**

Interpretation CompletionFrameBuilder CompletionFrameBuilder { get; }

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Type

(BP.AdventureFramework.Logi

ICompletionFrameBuilder

Description

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

ConversationFrameBuilder

- **BP.AdventureFramework.**

Get the builder to use for conversation frames.

(BP.AdventureFramework.Render

Declaration

FrameBuilderCollection

public TConversationFrameBuilder ConversationFrameBuilder { get; }

FrameBuilderCollections

(BP.AdventureFramework.Renderin

Property Value

IConversationFrameBuilder

Description

Type **(BP.AdventureFramework.Renderin**

IAboutFrameBuilder

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

Get the builder to use for game over frames.

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

Declaration **(BP.AdventureFramework.Renderin**

IRegionMapBuilder

public TGameOverFrameBuilder GameOverFrameBuilder { get; }

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Renderin

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

Extensions to use for help frames.

(BP.AdventureFramework.Extensions.HelpFrameBuilder)
Declaration

+ **BP.AdventureFramework.**

HelpFrameBuilder HelpFrameBuilder { get; }
(BP.AdventureFramework.Interpreter.HelpFrameBuilder)

Property Value

Type	Description
IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

+ **BP.AdventureFramework.**

RegionMapFrameBuilder RegionMapFrameBuilder { get; }
Get the adventure's region map frames.

Rendering.FrameBuilders
Declaration

(BP.AdventureFramework.Renderer.RegionMapFrameBuilder)

FrameBuilderCollection<RegionMapFrameBuilder> RegionMapFrameBuilder { get; }
(BP.AdventureFramework.Renderer.RegionMapFrameBuilder)

Property Value

Type	Description
IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	

SceneFrameBuilder

Get the scene frame builder frames.

(BP.AdventureFramework.Renderer.SceneFrameBuilder)
Declaration

IHelpFrameBuilder HelpFrameBuilder { get; }
IRegionMapBuilder RegionMapBuilder { get; }
IRoomMapBuilder RoomMapBuilder { get; }
ISceneFrameBuilder SceneFrameBuilder { get; }
(BP.AdventureFramework.Renderer.SceneFrameBuilder)

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

Extensions
Get the builder to use for title frames.
(BP.AdventureFramework.Exte
Declaration

+ **BP.AdventureFramework.**

Interpretation FrameBuilder TitleFrameBuilder { get; }

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Type

Description

(BP.AdventureFramework.Logi

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ **BP.AdventureFramework.**

Rendering

TransitionFrameBuilder.Ren

Get the builder to use for transition frames.
BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Ren

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

(BP.AdventureFramework.Render

FrameBuilderCollections

Property Value
(BP.AdventureFramework.Render

Type GridStringBuilder

Description

(BP.AdventureFramework.Render

ITransitionFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

ISceneFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Render

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance structure framework

Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Exte

Inheritance framework

Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Logi

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Rendering

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Ren

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

- BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

```
FrameBuilderCollection  
public static class FrameBuilderCollections  
(BP.AdventureFramework.Renderin
```

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

Properties

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

Default

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

Get the default frame builder collection.

(BP.AdventureFramework.Renderin

Declaration

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

```
public static FrameBuilderCollection Default { get; }
```

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

Properties

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

Description

Type	Description
RegionMapFrameBuilder	

▼

- **BP.AdventureFramework**
 - Extensions**
(BP.AdventureFramework.Extensions)
 - + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation)
 - + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic)
 - + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)
 - **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance structure framework

Extensions

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Exte

Inheritance framework

Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(BP.AdventureFramework.Inter

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
+ **BP.AdventureFramework.**

Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(BP.AdventureFramework.Logi

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
- **BP.AdventureFramework.**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(BP.AdventureFramework.Ren

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)
- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Ren

FrameBuilderCollection
public class GridStringBuilder
(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

Constructors

Initialization

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

GridStringBuilder(char, char, char)

ICompletionFrameBuilder

Initializes a new instance of the GridStringBuilder class.
(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact
(BP.AdventureFramework.Renderir
er = '|', char horizontalDIViderCharacter = '-')

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

Parameters

IRegionMapBuilder

(BP.AdventureFramework.Renderir
IRegionMapFrameBuilder

char(BP.AdventureFramework.Renderir
(http://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Renderir

m.ch(BP.AdventureFramework.Renderir

ISceneFrameBuilder

/BP_AdventureFramework_Builder

Type	Name	Description
(BP.AdventureFramework.Renderir IRegionMapFrameBuilder	<i>leftBoundaryCharacter</i>	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Interfaces)

DisplaySize

Logic

Get the display size.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public Size DisplaySize { get; }
```

(BP.AdventureFramework.Rendering)

Properties

Rendering.FrameBuilders

Type

(BP.AdventureFramework.Rendering)

Size (<https://learn.microsoft.com/dotnet/api/system.size.html>)
FrameBuilderCollection

Description

HorizontalDividerCharacter

GridStringBuilder

Get or set the character used for horizontal dividers.
(<https://learn.microsoft.com/dotnet/api/system.char>)

Declaration

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

Properties

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

LeftBoundaryCharacter

IRoomMapBuilder

Get or set the character used for left boundary.

IRoomMapBuilder

Declaration

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

/BP_AdventureFramework_Renderer

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Extensions

([BP.AdventureFramework.Extensions](#))

LineTerminator

+ [BP.AdventureFramework.](#)

Get the line terminator.

([BP.AdventureFramework.Interpreters](#))

Declaration

+ [BP.AdventureFramework.](#)

```
public string LineTerminator { get; set; }
```

[Logic](#)

([BP.AdventureFramework.Logics](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

[Rendering](#)

Description

([BP.AdventureFramework.Renderings](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

[RightBoundaryCharacter](#)

([BP.AdventureFramework.Renderings](#))

Get or set the character used for right boundary.

([BP.AdventureFramework.Renderings](#))

Declaration

[FrameBuilderCollections](#)

([BP.AdventureFramework.Renderings](#))

```
public string RightBoundaryCharacter { get; set; }
```

([BP.AdventureFramework.Renderings](#))

[IAboutFrameBuilder](#)

Property Value

([BP.AdventureFramework.Renderings](#))

Type

[CompletionFrameBuilder](#)

Description

([BP.AdventureFramework.Renderings](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[IConversationFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

[IGameOverFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

Methods

[IHelpFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

[IRegionMapBuilder](#)

[DrawBoundary\(AnsiColor\)](#)

([BP.AdventureFramework.Renderings](#))

[IRegionMapFrameBuilder](#)

Draw the boundary.

([BP.AdventureFramework.Renderings](#))

Declaration

[IRandomMapBuilder](#)

([BP.AdventureFramework.Renderings](#))

[ISceneFrameBuilder](#)

([BP.AdventureFramework.Renderings](#))

```
public void DrawBoundary(AnsiColor color)
```

Parameters

+ BPAdventureFramework.

DrawDecoratedWrapped(string, int, int, AnsiColor, out int, out int)

DrawContentWithWrappedString(BP_AdventureFramework_Interface)

(B) Adventurer
Draw a wrapped string

Draw a wrapped string.
± BP AdventureFramework

+ B.F. ADV
Declaration
Logic

```
(BP.AdventureFramework.Logi  
    public void DrawCentralisedWrapped(string value, int startY, int maxWidth, ConsoleColor color)
```

+ BpJoint out int endX out int endY)

Rendering

ParallelPlay.RPAdventureFramework.Ren

Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	value The string.
(BP.AdventureFramework.Rendering.FrameBuilders.String)	
StartY (https://learn.microsoft.com/dotnet/api/system.int32)	The start y position.
FrameBuilderCollection (https://learn.microsoft.com/dotnet/api/system.int32)	
maxWidth (https://learn.microsoft.com/dotnet/api/system.int32)	The max width of the string.
FrameBuilderCollections (https://learn.microsoft.com/dotnet/api/system.int32)	
color (https://learn.microsoft.com/dotnet/api/system.int32)	The color to draw the text.
endX (https://learn.microsoft.com/dotnet/api/system.int32)	The end x position.
endY (https://learn.microsoft.com/dotnet/api/system.int32)	The end y position.

IConversationFrameBuilder
(BP.AdventureFramework.Renderir

DraGnOverFrontBuilder(int AnsiColor)

DrawnFromAdiver (Int, AR) (BP AdventureFramework.Renderer)

(BF.AventureFrame)
Draw a horizontal divider

Draw Help FrameBuilder

(BP_AdventureFramework.Renderir Declaration) [Build]

```
IRegionMapBuilder  
(BP.AdventureFramework.Renderer  
public void DrawHorizontalDivider(int y, AnsiColor color)
```

IRegionMapFrameBuilder

(BP.AdventureFrame)

ParallelRoomMapBuilder

(BP.AdventureFrame

ISceneFrameBuilder

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

- BP.AdventureFramework

Extensions

DrawUnderline(int, int, int, AnsiColor)

Draws an underline.

BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
- BP.AdventureFramework.	x	The position of the underline, in x.
- BP.AdventureFramework.	y	The position of the underline, in y.
- BP.AdventureFramework.	length	The length of the underline.
- BP.AdventureFramework.	color	The color of the underline.

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

Draws a wrapped string.

ICompletionFrameBuilder

Declaration

IConversationFrameBuilder

Declaration

IGameOverFrameBuilder

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo
r color, out int endX, out int endY)
(BP.AdventureFramework.Renderir
```

IHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

Type	Name	Description
IRegionMapBuilder (BP.AdventureFramework.Renderir		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.

IRoomMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY The start y position.

ISceneFrameBuilder

/BP.AdventureFramework.Renderir

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxWidth</i>	The max width of the string.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>color</i>	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endX</i>	The end x position.
int (BP AdventureFramework Extensions)	<i>endY</i>	The end y position.

+ BP.AdventureFramework.

Interpretation

FluxAdventureFramework.Inter

FlaskAdventureFramework

Logic
systems

Declaration **(BP.AdventureFramework.Logi**

+ **BP!AdventureFramework**.

Rendering

(BP.AdventureFramework.Render)

GetCellerator (intant) network.

Rendering.FrameBuilders

Get a color for a cell.

(BP.AdventureFramework.Render)

Declaration FrameBuilderCollection

```
(BP.AdventureFramework.Renderer  
public AnsiColor GetCellColor(int x, int y)  
FrameBuilderCollections
```

(BP.AdventureFramework.Renderir

GridStringBuilder Parameters

(BPAdventureFramework.Renderir

Type		Name	Description
AboutFrameBuilder			
int	(https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
ICompletionFrameBuilder			
int	(https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

IConversationFrameBuilder

Retu(BP.AdventureFramework.Renderir

Type	<code>IGameOverFrameBuilder</code> (<code>BP_AdventureFramework.Renderer</code>)	Description
<code>AnsiColorHelper</code>	(<code>BP_AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</code>)	The cell color.

(BP.AdventureFramework.Renderir

IRegionMapBuilder

GetCharacter(int, int)

IRegionMapFrameBuilder

Get a character from the buffer.
IPBAdventureFramework.Render()

IRoomMapBuilder Declaration ventureFramework.Renderir

ISceneFrameBuilder

/RP AdventureFramework Ponderir

```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type	Description
Interpretation (BP.AdventureFramework.Interpreter)	The character.

+ BP.AdventureFramework.

Logic

GetNumberOfLines(string, int, int)

Gets the number of lines the string will take up.

Rendering

Declaration

(BP.AdventureFramework.Renderer)

```
- public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Renderer)

Type	Name	Description
FrameBuilderCollection		
(BP.AdventureFramework.Renderer)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
GridStringBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
(BP.AdventureFramework.Renderer)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
(BP.AdventureFramework.Renderer)		

ICompletionFrameBuilder

Returns

(BP.AdventureFramework.Renderer)

Type	Description
ConversationFrameBuilder	
(BP.AdventureFramework.Renderer)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.
IGameOverFrameBuilder	

(BP.AdventureFramework.Renderer)

Resizing

IRegionMapBuilder

Resizing this builder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

```
public void Resize(Size displaySize)
```

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

Set a cell.

(**BP.AdventureFramework.Extensions**)
Declaration

+ **BP.AdventureFramework.**

Interpretation SetCell(int x, int y, char character, AnsiColor color)

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type	Name	Description
(BP.AdventureFramework.Logic) int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
+ BP.AdventureFramework.		
(BP.AdventureFramework.Rendering) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.
- BP.AdventureFramework.Renderer (BP.AdventureFramework.Rendering) AnsiColor (https://learn.microsoft.com/dotnet/api/system.char)	character	The character.
(BP.AdventureFramework.Rendering.FrameBuilders) (BP.AdventureFramework.Rendering) FrameBuilderCollection (BP.AdventureFramework.Renderer) FrameBuilderCollections (BP.AdventureFramework.Renderer) GridStringBuilder (BP.AdventureFramework.Renderer) IAboutFrameBuilder (BP.AdventureFramework.Renderer) ICompletionFrameBuilder (BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer) IGameOverFrameBuilder (BP.AdventureFramework.Renderer) IHelpFrameBuilder (BP.AdventureFramework.Renderer) IRegionMapBuilder (BP.AdventureFramework.Renderer) IRegionMapViewBuilder (BP.AdventureFramework.Renderer) IRoomMapBuilder (BP.AdventureFramework.Renderer) ISceneFrameBuilder (BP.AdventureFramework.Renderer) ISceneMapViewBuilder	color	The color of the character.

FrameBuilderCollection
(**BP.AdventureFramework.Renderer**)
FrameBuilderCollections
(**BP.AdventureFramework.Renderer**)
GridStringBuilder
(**BP.AdventureFramework.Renderer**)
IAboutFrameBuilder
(**BP.AdventureFramework.Renderer**)
ICompletionFrameBuilder
(**BP.AdventureFramework.Renderer**)
IConversationFrameBuilder
(**BP.AdventureFramework.Renderer**)
IGameOverFrameBuilder
(**BP.AdventureFramework.Renderer**)
IHelpFrameBuilder
(**BP.AdventureFramework.Renderer**)
IRegionMapBuilder
(**BP.AdventureFramework.Renderer**)
IRegionMapViewBuilder
(**BP.AdventureFramework.Renderer**)
IRoomMapBuilder
(**BP.AdventureFramework.Renderer**)
ISceneFrameBuilder
(**BP.AdventureFramework.Renderer**)
ISceneMapViewBuilder

(**BP.AdventureFramework.Renderer**)

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IAboutFrameBuilder

(BP.AdventureFramework.Inte

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, Game, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rep

IFrameBuilder(string title, Game game, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderin		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	title	The title.
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Renderin	game	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderin	

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP.AdventureFramework.Renderin

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ICompletionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderin	message	The message to display to the user.
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	reason	The reason the game ended.
StringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
BP.AdventureFramework.Renderin	IHelpFrameBuilder IFrame (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Renderin

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IConversationFrameBuilder

(BP.AdventureFramework.Interpr

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

Build(string, IConverser, CommandHelp[], int, int)

(BP.AdventureFramework.Renderin

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

IframeBuilder(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Renderin

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Renderin

Type

StringBuilder

Name

Description

(BP.AdventureFramework.Renderin

String

title

The title to display to the user.

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Renderin

IConverserCompletionFrameBuilder

converser

The converser.

(BP.AdventureFramework.Renderin

.html)ConversationFrameBuilder

(BP.AdventureFramework.Renderin

CommandHelp

contextualCommands

The contextual commands to display.

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

(BP.AdventureFramework.Renderin

html)

IHelpFrameBuilder

None

(BP.AdventureFramework.Renderin

int (RegionMapBuilder)

width

The width of the frame.

(BP.AdventureFramework.Renderin

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

/BP_AdventureFramework_Renderin

Returns

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

/BP_AdventureFramework_Renderin

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Exte	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Inter	
+ BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logi	
+ BP.AdventureFramework.	
Rendering	
(BP.AdventureFramework.Render	
- BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Render	
FrameBuilderCollection	
(BP.AdventureFramework.Renderin	
FrameBuilderCollections	
(BP.AdventureFramework.Renderin	
GridStringBuilder	
(BP.AdventureFramework.Renderin	
IAboutFrameBuilder	
(BP.AdventureFramework.Renderin	
ICompletionFrameBuilder	
(BP.AdventureFramework.Renderin	
IConversationFrameBuilder	
(BP.AdventureFramework.Renderin	
IGameOverFrameBuilder	
(BP.AdventureFramework.Renderin	
IHelpFrameBuilder	
(BP.AdventureFramework.Renderin	
IRegionMapBuilder	
(BP.AdventureFramework.Renderin	
IRegionMapViewBuilder	
(BP.AdventureFramework.Renderin	
IRoomMapBuilder	
(BP.AdventureFramework.Renderin	
ISceneFrameBuilder	
(BP.AdventureFramework.Renderin	

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IGameOverFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string message, string reason, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderir		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	message	The message to display to the user.
StringFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	reason	The reason the game ended.
CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (CompletionFrameBuilder	width	The width of the frame.
ConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (ConversationFrameBuilder	height	The height of the frame.

Returns IGameOverFrameBuilder

Type BP.AdventureFramework.Renderir

IHelpFrameBuilder

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.iframe.html))

(BP.AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

/BP_AdventureFramework_Renderir

Description

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretationface IHelpFrameBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, CommandHelp[], int, int)

(BP.AdventureFramework.Render
Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render
IFrameBuilder(string title, String description, CommandHelp[] commandHelp, int width,
IHelpFrameBuilderCollection
(BP.AdventureFramework.Renderin

Parameters
(BP.AdventureFramework.Renderin

Type	Name	Description
String	title	The title.
String	description	The description.
ICompletionFrameBuilder CommandHelp (BP.AdventureFramework.Renderin (BP.AdventureFramework.Interpretation.CommandHelp.html) IConversationFrameBuilder ()	commandHelp	The command help.
int (BP.AdventureFramework.Renderin (BP.AdventureFramework.Renderin IRoomMapBuilder ISceneFrameBuilder (BP.AdventureFramework.Renderin IRegionMapBuilder ()	width	The width of the frame.
int (BP.AdventureFramework.Renderin (BP.AdventureFramework.Renderin IRoomMapBuilder ISceneFrameBuilder (BP.AdventureFramework.Renderin IRegionMapBuilder ()	height	The height of the frame.

Returns
IRegionMapFrameBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

ISceneFrameBuilder
(BP.AdventureFramework.Renderin



- **BP.AdventureFramework**
 - Extensions**
(BP.AdventureFramework.Extensions)
 - + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation)
 - + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic)
 - + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)
 - **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretationface IRegionMapBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(BP.AdventureFramework.Render
Build a map of a region.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int
yFrameBuilderCollection) maxHeight)

(BP.AdventureFramework.Render

FrameBuilderCollections

Parameters

(BP.AdventureFramework.Render

Type

gridStringBuilder

Name

Description

(BP.AdventureFramework.Render

gridStringBuilder

gridStringBuilder

The string builder to use.

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilde

(BP.AdventureFramework.Render

rs.GridStringBuilder.html)

ICompletionFrameBuilder

Region

(BP.AdventureFramework.Render

(BP.AdventureFramework.Bundles.Locations.Region

ht)

(BP.AdventureFramework.Render

IGameOverFrameBuilder

int

(BP.AdventureFramework.Render

(https://learn.microsoft.com/dotnet/api/system.int3

IHelpFrameBuilder

2)

(BP.AdventureFramework.Render

x

The x position to start building at.

int

IRegionMapBuilder

(http://

(BP.AdventureFramework.Render

(https://learn.microsoft.com/dotnet/api/system.int3

IRegionMapFrameBuilder

2)

(BP.AdventureFramework.Render

y

The y position to start building at.

int

IRoomMapBuilder

(https://learn.microsoft.com/dotnet/api/system.int3

(BP.AdventureFramework.Render

2)

ISceneFrameBuilder

maxWidth

The maximum horizontal space available in which to build the map.

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.

▼

- **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapViewBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

/BP.AdventureFramework.Rendering.FrameBuilders

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretationface IRegionMapFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(Region, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(Region region, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderin		
GridStringBuilder Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Renderin	region	The region.
int (https://api.framebuilder.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) CompletionFrameBuilder	height	The height of the frame.

(BP.AdventureFramework.Renderin

Returns

ConversationFrameBuilder

Type	Description
BP.AdventureFramework.Renderin	

IGameOverFrameBuilder

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

/BP_AdventureFramework_Renderin

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface IRoomMapBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
Method AdventureFramework.Logi

+ **BP.AdventureFramework.**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)
(BP.AdventureFramework.Render

Builds a map for a room.

BP.AdventureFramework.

Rendering.FrameBuilders

Declaration
(BP.AdventureFramework.Render

virtual void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin
t(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

Parameters
GridStringBuilder

Type	Description
IBuilder<IRoomMapBuilder>	The string builder to use.
Room	The room.
ViewPoint	The viewpoint from the room.
KeyType	The key type.
int	The start position, x.
int	The start position, x.
int	The end position, x.
int	The end position, x.

ISceneFrameBuilder

/BP_AdventureFramework_Renderin

▼

- **BP.AdventureFramework**
 - Extensions**
(BP.AdventureFramework.Extensions)
 - + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation)
 - + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic)
 - + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)
 - **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)
 - IRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)
 - ISceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ISceneFrameBuilder
(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic
Methods
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)
(BP.AdventureFramework.Render

Builds frame

BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder<Room> room, ViewPoint viewPoint, PlayableCharacter player, string message
(BP.AdventureFramework.Renderer.IFrameBuilder<Room>.Build(IRegionMapBuilder, CommandHelp[], KeyType keyType, int width, int height)

FrameBuilderCollections

(BP.AdventureFramework.Render

Parameters

GridStringBuilder

Type	Description	Name
IBuildFrameBuilder<Room>	Specify the Room.	room
ViewPoint	Specify the viewpoint from the room.	viewPoint
PlayableCharacter	Specify the player.	player
string	Any additional message.	message
IRRegionMapFrameBuilder	The contextual commands to display.	contextualCommands

/BP.AdventureFramework.Renderer/IRegionMapFrameBuilder

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

BP.AdventureFramework

Extensions

Type	Description
+ BP.AdventureFramework. IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Interpretation

(BP.AdventureFramework.Interpretation)
+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)
+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)
- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)
FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilderCollection.html)

FrameBuilderCollections (BP.AdventureFramework.Rendering.FrameBuilderCollections.html)
GridStringBuilder (BP.AdventureFramework.Rendering.GridStringBuilder.html)

IAboutFrameBuilder (BP.AdventureFramework.Rendering.IAboutFrameBuilder.html)
ICompletionFrameBuilder (BP.AdventureFramework.Rendering.ICompletionFrameBuilder.html)

IConversationFrameBuilder (BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.IGameOverFrameBuilder.html)

ILevelFrameBuilder (BP.AdventureFramework.Rendering.ILevelFrameBuilder.html)
IHelpFrameBuilder (BP.AdventureFramework.Rendering.IHelpFrameBuilder.html)

IRoomFrameBuilder (BP.AdventureFramework.Rendering.IRoomFrameBuilder.html)
IRoomMapBuilder (BP.AdventureFramework.Rendering.IRoomMapBuilder.html)

ISceneFrameBuilder (BP.AdventureFramework.Rendering.ISceneFrameBuilder.html)
IRenderer (BP.AdventureFramework.Renderer.html)

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITitleFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rep

IFrameBuilder(string title, String description, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderer		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	title	The title.
StringStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	description	The description.
CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (CompletionFrameBuilder)	width	The width of the frame.
ConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (ConversationFrameBuilder)	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderer)	

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

(BP.AdventureFramework.Renderer)

/BP_AdventureFramework_Renderer

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP.BP.html.AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Extensions

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Exten

Syntax

+ **BP.AdventureFramework.**

Interpretation interface ITransitionFrameBuilder

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

Build(string, string, int, int)

(BP.AdventureFramework.Render

Build a frame.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

IFrameBuilder(string title, String message, int width, int height)

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
BP.AdventureFramework.Renderir		
GridStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	title	The title to display to the user.
StringStringBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	message	The message to display to the user.
CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (ICompletionFrameBuilder	width	The width of the frame.
ConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (IConversationFrameBuilder	height	The height of the frame.

Returns

IGameOverFrameBuilder

Type	Description
IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Renderir	

IRegionMapBuilder

(BP.AdventureFramework.Renderir

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

ISceneFrameBuilder

(BP.AdventureFramework.Renderir

/BP_AdventureFramework_Renderir

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

ColorAboutFrameBuilder

Extensions
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder
(BP.AdventureFramework.Exte
er.html)

+ BP.AdventureFramework.

Provides a builder of color about frames.

Interpretation

(BP.AdventureFramework.Inte
ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrame
Builder.html)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

+ BP.AdventureFramework.

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFra
meBuilder.html)

+ BP.AdventureFramework.

Provides a builder of color conversation frames.

Rendering.FrameBuilders

(BP.AdventureFramework.Render
ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameB
uiBuilder.html)

Color

Provides a builder of color game over frames.

(BP.AdventureFramework.Render

AnsiColor

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder
.html)

(BP.AdventureFramework.Renderir

Provides a builder of color help frames.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderir

Provides a color builder for region maps.

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

([BP.AdventureFramework.Con](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuild](#)
er.html)

([BP.AdventureFramework.Exte](#)

Provides a builder for color scene frames.

+ [BP.AdventureFramework.](#)

Interpretation

ColorTitleFrameBuilder

([BP.AdventureFramework.Inter](#)

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuild](#)

er.html)

([BP.AdventureFramework.](#)

Logic

Provides a builder of color title frames.

([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameB](#)

uilder.html)

([BP.AdventureFramework.Render](#)

Provides a builder of color transition frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

Enums

([BP.AdventureFramework.Render](#)

- [BP.AdventureFramework.](#)

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Render](#)

AnsiColor

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorRoomMapFrameBuilder

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ **BP.AdventureFramework**
Assembly: BP.AdventureFramework.dll

Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Fields
Logic

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
Cyan	Cyan (36).
Green	Green (32).
Magenta	Magenta (35).
Red	Red (31).
Reset	Reset (0).
White	White (37).
Yellow	Yellow (33).

▼

(BP.AdventureFramework.Core)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorAboutFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorAboutFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.


```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Core.Game.html)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
+ BP.AdventureFramework.Extensions		
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Extensions.FrameBuilder.html)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Extensions.FrameBuilder.html)	<i>height</i>	The height of the frame.

+ BP.AdventureFramework.

Returns

Interpretation

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

+ BP.AdventureFramework.

Implements

Logic

(BP.AdventureFramework.Logic.IAboutFrameBuilder)

+ BP.AdventureFramework.

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

Rendering

(BP.AdventureFramework.Rendering.IFrameBuilder)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.IColorAboutFrameBuilder)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorCompletionFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorConversationFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorGameOverFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorHelpFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IColorRoomMapBuilder)

ColorRoomMapBuilder

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorCompletionFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering
([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color
([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorCompletionFrameBuilder class.

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type		Name	Description
ColorRegionMapBuilder	(BP.AdventureFramework.Render)		
GridStringBuilder	(BP.AdventureFramework.Render) (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuild)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

Extensions

Property Value
`(BP.AdventureFramework.Exte`

+ `Type`
`BP.AdventureFramework.`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

BorderColor

Logic
Declaration

`(BP.AdventureFramework.Logi`

Get or set the border color.

+ `BP.AdventureFramework.`

Declaration
Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value
`BP.AdventureFramework.Render`

+ `Type`
`BP.AdventureFramework.Render`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`BP.AdventureFramework.Render`

Color

`(BP.AdventureFramework.Render`

AnsiColor
Get or set the description color.

`(BP.AdventureFramework.Render`

Declaration
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

ColorCompletionFrameBuilder

`public ANSIColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render`

ColorConversationFrameBuilder

Property Value
`(BP.AdventureFramework.Render`

ColorGameOverFrameBuilder

`(BP.AdventureFramework.Render`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

Description

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

(**BP.AdventureFramework.Con**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorConversationFrameBuilder

Extensions

Implements

(**BP.AdventureFramework.Exte**

IConversationFrameBuilder

(**BP.AdventureFramework.**Microsoft.Extensions.DependencyInjection.FrameBuilders.IConversationFrameBuilder.html)

Interpretation

Inherited Members

(**BP.AdventureFramework.Inter**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Logi**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(**BP.AdventureFramework.**Microsoft.Extensions.DependencyInjection.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Render**

Syntax

- **BP.AdventureFramework.**

Rendering.FrameBuilders

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

Color

(**BP.AdventureFramework.Render**

Constructors

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

Initializes a new instance of the ColorConversationFrameBuilder class.

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)
(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

(BP.AdventureFramework.Con Properties

+ BP.AdventureFramework.

Extensions

BackgroundColor
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Get or set the background color.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Property Value

+ BP.AdventureFramework.

Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

BorderColorFrameBuilders

(BP.AdventureFramework.Render

Get or set the border color.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Render

AnsiColor

Property Value

(BP.AdventureFramework.Render

Type colorAboutFrameBuilder

Description

AnsiColor (BP.AdventureFramework.Render

Description

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

InputColor
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Get or set the input color.
(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

public AnsiColor InputColor { get; set; }

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Property Value
(BP.AdventureFramework.Render

ColorRegionMapBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get the non player message color.

Declaration

Extensions

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Logic

(BP.AdventureFramework.Logi

PlayerMessageColor

+ BP.AdventureFramework.

Get the player message color.

Declaration

+ BP.AdventureFramework.

```
public AnsiColor PlayerMessageColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

- BP.AdventureFramework.

Type Rendering.FrameBuild

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

Get (BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Type (BP.AdventureFramework.Renderin

Description

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

([BP.AdventureFramework](#).ConsoleBuilder)

Property Value

+ [BP.AdventureFramework](#).

Type

[Extensions](#)

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ [BP.AdventureFramework](#).

Interpretation

([BP.AdventureFramework](#).Interpretation)

Methods

+ [BP.AdventureFramework](#).

Logic

[Builder](#)(string, IConverser, CommandHelp[], int, int)
([BP.AdventureFramework.Logic](#))

Build a frame.

+ [BP.AdventureFramework](#).

Declaration

[Rendering](#)

([BP.AdventureFramework](#).Rendering)

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ [BP.AdventureFramework](#).

[Rendering](#).FrameBuilders

([BP.AdventureFramework](#).Rendering.FrameBuilders)

Parameters

- [BP.AdventureFramework](#).

[Rendering](#).FrameBuilders.

string

[Color](#)

(<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework](#).Rendering.FrameBuilders)

IConverser

[Ansicolor](#)

([BP.AdventureFramework](#).Assets.Characters.IConverser
([BP.AdventureFramework.Renderer](#))

ColorAboutFrameBuilder

CommandHelp

([BP.AdventureFramework](#).Rendering.FrameBuilders)

([BP.AdventureFramework](#).Rendering.FrameBuilders.CommandHelp)

html([BP.AdventureFramework](#).Rendering.FrameBuilders)

[] ColorConversationFrameBuilder

([BP.AdventureFramework](#).Rendering.FrameBuilders)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorGameOverFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorHelpFrameBuilder

([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapBuilder

Type ([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

IFrame ([BP.AdventureFramework](#).Rendering.Frames.IFrame.html)

([BP.AdventureFramework](#).Rendering.Frames)

ColorRegionMapBuilder

Name

Description

title

The title to display to the user.

converser

The converser.

contextualCommands

The contextual commands to display.

width

The width of the frame.

height

The height of the frame.

Returns

Description

ColorRegionMapBuilder

Type ([BP.AdventureFramework](#).Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

IFrame ([BP.AdventureFramework](#).Rendering.Frames.IFrame.html)

([BP.AdventureFramework](#).Rendering.Frames)

ColorRegionMapBuilder

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

(BP.AdventureFramework.ConversationFrameBuilder)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorGameOverFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

Name: [ColorGameOverFrameBuilder](#) ([BP.AdventureFramework.html](#)).Rendering ([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color ([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type		Name	Description
ColorRegionMapBuilder	(BP.AdventureFramework.Render)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

Extensions

Property Value
`(BP.AdventureFramework.Exte`

+ `Type`
`BP.AdventureFramework.`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

BorderColor

Logic
Declaration

`(BP.AdventureFramework.Logi`

Get or set the border color.

+ `BP.AdventureFramework.`

Declaration
Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value
`BP.AdventureFramework.Render`

+ `Type`
`BP.AdventureFramework.Render`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`BP.AdventureFramework.Render`

Color

`(BP.AdventureFramework.Render`

AnsiColor
Get or set the description color.

`(BP.AdventureFramework.Render`

Declaration
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

`ColorCompletionFrameBuilder`

`public ANSIColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render`

`ColorConversationFrameBuilder`

Property Value
`(BP.AdventureFramework.Render`

`ColorGameOverFrameBuilder`

Description

`(BP.AdventureFramework.Render`

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

`ColorRegionMapBuilder`

`(BP.AdventureFramework.Render`

`ColorRegionMapFrameBuilder`

Get or set the title color.

`(BP.AdventureFramework.Render`

`ColorRegionMapBuilder`

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorHelpFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorHelpFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

GridStringBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type		Name	Description
ColorRegionMapBuilder		gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Exte

+ Type

Description

Interpretation

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

BorderColor

Logic

(BP.AdventureFramework.Logi

Get or set the border color.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Type

Description

- BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

CommandColor

AnsiColor

Get or set the command color.

(BP.AdventureFramework.Render

Declaration

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

public AnsiColor CommandColor { get; set; }

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Get or set the description color.

(BP.AdventureFramework.Render

ColorRegionMapBuilder

CommandDescriptionColor

ColorRegionMapBuilder

ColorRegionMapFrameBuilder

Get or set the description color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Color.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

DescriptionOfFramework.Exten

+ BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

TitleColor

FrameBuilders

(BP.AdventureFramework.Rendering)

Get or set the title color.

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

```
public AnsiColor TitleColor { get; set; }
```

(BP.AdventureFramework.Rendering)

AnsiColor

Property Value

Type	Description
colorAboutFrameBuilder	(BP.AdventureFramework.Rendering)

(BP.AdventureFramework.Rendering)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

Build(string string, CommandHelp[], int, int)

Build a frame.

(BP.AdventureFramework.Rendering)

DeclarationRegionMapFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
(BP.AdventureFramework.Con string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
Extensions CommandHelp (BP.AdventureFramework.Exte (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework.		
Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Inte	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logi	<i>height</i>	The height of the frame.

Returns

+ BP.AdventureFramework.

Type	Description
Rendering IFrame (https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.ipframe)	

+ BP.AdventureFramework.

Rendering.FrameBuilders

Implements **(BP.AdventureFramework.Render**

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html))

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRegionMapBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Properties

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public char CurrentFloorIndicator { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

PropertyValue

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

(**BP.AdventureFramework.Core**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Declaration

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

- **BP.AdventureFramework.**

LockedExit

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get Color the character used for representing a locked exit.

(**BP.AdventureFramework.Rendering**)

Declaration

AnsiColor

```
public char LockedExit { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Rendering**)

Property Value

ColorCompletionFrameBuilder

Type

(**BP.AdventureFramework.Rendering**)

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

(**BP.AdventureFramework.Rendering**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Rendering**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Rendering**)

Get LockedExitColor

(**BP.AdventureFramework.Rendering**)

Declaration

ColorRegionFrameBuilder

(**BP.AdventureFramework.Rendering**)

ColorRegionMapFrameBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

LowerLevel

(BP.AdventureFramework.Exte

Get or set the character to use for lower levels.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public char LowerLevel { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Rendering

(BP.AdventureFramework.Render

LowerLevelColor

Rendering.FrameBuilders

Get or set the lower level color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders.

```
public AnsiColor LowerLevelColor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

Player

or ConversationFrameBuilder

(BP.AdventureFramework.Renderin

Get or set the character to use for indicating the player.

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

```
public char Player { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the player color.

([BP.AdventureFramework.Const](#))

Declaration:

Extensions

```
public AnsiColor PlayerColor { get; set; }
```

+ BP.AdventureFramework.

Property Value:

Interpretation

Type ([BP.AdventureFramework.Inter](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Logic

([BP.AdventureFramework.Logi](#))

ShowLowerFloors

+ BP.AdventureFramework.

Get whether lower floors should be shown.

([BP.AdventureFramework.Render](#))

Declaration:

+ BP.AdventureFramework.

```
public bool ShowLowerFloors { get; set; }
```

([BP.AdventureFramework.Render](#))

Property Value:

- BP.AdventureFramework.

Type ([BP.AdventureFramework.Render](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([BP.AdventureFramework.Render](#))

AnsiColor

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

Get ([BP.AdventureFramework.Render](#)) representing an unlocked exit.

ColorCompletionFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

```
public char UnlockedExit { get; set; }
```

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Render](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

([BP.AdventureFramework](#).ConsoleFrameBuilder)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ **BP.AdventureFramework.**

Interpretation

VerticalBoundary

([BP.AdventureFramework.Interpretation](#))

Get or set the character to use for vertical boundaries.

+ **BP.AdventureFramework.**

Log

([BP.AdventureFramework.Log](#))

```
public char VerticalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

- **BP.AdventureFramework.**

VisitedBoundaryColor

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Get the visited room boundary color.

([BP.AdventureFramework.Renderer](#))

Declaration

AnsiColor

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#))

Property Value

ColorCompletionFrameBuilder

Type

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

BuildRegionMap(OneStringBuilder, Region, int, int, int, int)

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

Methods

ColorRegionMapBuilder

ColorRegionMapBuilder

ColorRegionMapBuilder

ColorRegionMapBuilder

ColorRegionMapBuilder

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Parameters

(BP.AdventureFramework.Con

+ Type	Name	Description
+ Type AdventureFramework.Extensions.GridStringBuilder (BP.AdventureFramework.Extensions.GridStringBuilder.html)	<i>gridStringBuilder</i>	The string builder to use.
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Actors.Locations.Region.html)	<i>region</i>	The region.
+ BP.AdventureFramework. int Logic (https://learn.microsoft.com/dotnet/api/system.int32)	<i>x</i>	The x position to start building at.
+ BP.AdventureFramework. int Rendering (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position to start building at.
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. int Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

Color

(BP.AdventureFramework.Renderin

Implements

(BP.AdventureFramework.Renderer.IRegionMapBuilder) ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer

ColorRegionMapBuilder

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework**

↳ ColorRegionMapFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorRegionMapFrameBuilder class.

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder colorGameOverFrameBuilder, IRegionMapBuilder regionMapBuilder)

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

+ BP.AdventureFramework.

Extensions

Properties

+ BP.AdventureFramework.

Interpretation

BackgroundColor

(BP.AdventureFramework.Interpreta

Get or set the background color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Logi

```
public AnsiColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Renderin

Type

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Renderin

- BP.AdventureFramework.

BorderColor

RenderingFrameBuilders.

Color

Get or set the border color.

(BP.AdventureFramework.Renderin

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

(BP.AdventureFramework.Renderin

Type

ColorConversationFrameBuilder

AnsiColor (BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

TitleColor

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Get or set the title color.

(BP.AdventureFramework.Renderin

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

Extensions

Methods

+ BP.AdventureFramework.

BuildRegion, int, int)

(BP.AdventureFramework.Inter Build a frame.

± BP.AdventureFramework.

Declaration

Logic

(BPAdventureFramework.Logi
public IFrame BuildRegion(Region region, int width, int height)

+ BP.AdventureFramework.

Parallel Rendering

(BP.AdventureFramework.RenderType)	Name	Description
+ Region (BP.AdventureFramework.Assets.Locations.Region.html)	<i>region</i>	The region.
Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.RenderType)	<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.

- Rendering.FrameBuilders.

Returns

Color Type

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	An IFrame.

(BP.AdventureFrame)
ColorAboutFrame

Implements

- BP.AdventureFramework.Renderer.IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)
- ColorCompletionFrameBuilder
- ColorConversationFrameBuilder
- (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html)
- ColorGameOverFrameBuilder
- (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html)
- ColorHelpFrameBuilder
- (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html)
- ColorRegionMapBuilder
- (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html)
- ColorRegionMapFrameBuilder
- (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html)
- ColorRoomMapBuilder

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorRoomMapBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

Name: BP.AdventureFramework.Render ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: BP.AdventureFramework.dll

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Properties

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

Get ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

Declaration ([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

public AnsiColor BoundaryColor { get; set; }

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type ([BP.AdventureFramework.Render](#))

Description

AnsiCOLOR ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Render](#))

ColorRoomMapBuilder

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

(**BP.AdventureFramework.Core**)

Property Value

+ **BP.AdventureFramework.**

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ **BP.AdventureFramework.**

Interpretation

HorizontalBoundary

(**BP.AdventureFramework.Interpretation**)

Get or set the character to use for horizontal boundaries.

+ **BP.AdventureFramework.**

Log

(**BP.AdventureFramework.Log**)

```
public char HorizontalBoundary { get; set; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

- **BP.AdventureFramework.**

HorizontalExitBorder

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Get or set the character to use for horizontal exit borders.

(**BP.AdventureFramework.Rendering**)

Declaration

AnsiColor

```
public char HorizontalExitBorder { get; set; }
```

ColorAboutFrameBuilder

(**BP.AdventureFramework.Renderer**)

Property Value

ColorCompletionFrameBuilder

Type

(**BP.AdventureFramework.Renderer**)

ColorConversationFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

(**BP.AdventureFramework.Renderer**)

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderer**)

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderer**)

Get or set the character color.

(**BP.AdventureFramework.Renderer**)

Declaration

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderer**)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ **BP.AdventureFramework.**

ItemOrCharacterInRoom

(BP.AdventureFramework.Exte

Get or set the character used for representing there is an item or a character in the room.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public char ItemOrCharacterInRoom { get; set; }
```

+ **BP.AdventureFramework.**

Logic

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) Rendering	

(BP.AdventureFramework.Render

KeyPadding

Rendering.FrameBuilders

Get or set the padding between the key and the map.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

```
public int KeyPadding { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Renderin ColorAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

LockedExit

(BP.AdventureFramework.Renderin

Get or set the character used for representing a locked exit.

ColorGameOverFrameBuilder

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Gets or sets the locked exit color.

Declaration: [BP.AdventureFramework](#).

Extensions

```
public AnsiColor LockedExitColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Interpretation

Type: [BP.AdventureFramework.Interpretation](#)

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ BP.AdventureFramework.

Logic

[\(BP.AdventureFramework.Logic\)](#)

UnvisitedExitColor

+ BP.AdventureFramework.

Gets or sets the unvisited exit color.

Declaration: [BP.AdventureFramework.Rendering](#)

+ BP.AdventureFramework.

```
public AnsiColor UnvisitedExitColor { get; set; }
```

[\(BP.AdventureFramework.Rendering\)](#)

Property Value

- BP.AdventureFramework.

Type: [BP.AdventureFramework.Rendering.FrameBuilders](#)

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(BP.AdventureFramework.Rendering)

AnsiColor

Declaration: [BP.AdventureFramework.Rendering](#)

ColorAboutFrameBuilder

Get ([BP.AdventureFramework.Renderer](#)) Gets vertical boundaries.

ColorCompletionFrameBuilder

Declaration: [BP.AdventureFramework.Renderer](#)

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

```
public char VerticalBoundary { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder

Declaration: [BP.AdventureFramework.Renderer](#)

ColorHelpFrameBuilder

Type: [BP.AdventureFramework.Renderer](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

Declaration: [BP.AdventureFramework.Renderer](#)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

([BP.AdventureFramework.Core](#))

Property Value

+ [BP.AdventureFramework.](#)

Type

Extensions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ [BP.AdventureFramework.](#)

Interpretation

VisitedExitColor

([BP.AdventureFramework.Interpreters](#))

Get or set the visited exit color.

+ [BP.AdventureFramework.](#)

Log

([BP.AdventureFramework.Log](#))

```
public AnsiColor VisitedExitColor { get; set; }
```

+ [BP.AdventureFramework.](#)

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Description

Type

+ [BP.AdventureFramework.](#)

RenderingFrameBuilders

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([BP.AdventureFramework.Rendering](#))

- [BP.AdventureFramework.](#)

RenderingFrameBuilders.

Color

([BP.AdventureFramework.Rendering](#))

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

AnsiColor ([BP.AdventureFramework.Renderers](#))

Build a map for a room.

([BP.AdventureFramework.Renderers](#))

Declaration

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
isPoint, KeyType keyType, RenderDef startX, int startY, out int endX, out int endY)
```

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

Parameters

ColorHelpFrameBuilder

Type ([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

GridStringBuilder ([BP.AdventureFramework.Renderers](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRoomMapBuilder

Name

Description

gridStringBuilder

The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
+ BP.AdventureFramework int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
+ BP.AdventureFramework int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
+ BP.AdventureFramework int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

Interpretation

Implements

+ **BP.AdventureFramework**

RoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework**.

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework**.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework**.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.ColorRoomMapBuilder)

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorSceneFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorSceneFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html) (BP_AdventureFramework.Con	<i>roomMapBuilder</i>	A builder to use for room maps.

+ BP.AdventureFramework.

Extensions

Properties

+ BP.AdventureFramework.

Interpretation

BackgroundColor

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Logi

```
public AnsiColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Render

Type	Description
RenderingFrameBuilders	

(BP.AdventureFramework.Render

- BP.AdventureFramework.

BorderColor

RenderingFrameBuilders.

Color

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type	Description
ColorConversationFrameBuilder	

Type	Description
AnsiColor(BP_AdventureFramework.Render	

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

Get or set the commands color.

(BP.AdventureFramework.Render

Declaration

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.CommandsColor)	

+ BP.AdventureFramework.

DisplayMessagesInIsolation

(BP.AdventureFramework.External)

Get or set if messages should be displayed in isolation.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public bool DisplayMessagesInIsolation { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ BP.AdventureFramework.Renderer

InputColor

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the input color.

(BP.AdventureFramework.Renderer.InputColor)

Declaration

- BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public AnsiColor InputColor { get; set; }
```

Color

(BP.AdventureFramework.Renderer.Color)

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Renderer.Color)	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer.ColorCompletionFrameBuilder)

SupressMovementMessages

(BP.AdventureFramework.Renderer.SupressMovementMessages)

Get or set if movement messages should be suppressed.

ColorGameOverFrameBuilder

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer.SupressMovementMessages)

```
public bool SupressMovementMessages { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer.ColorRegionMapBuilder)

Property Value

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer.ColorRegionMapFrameBuilder)

ColorRoomMapBuilder

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets or sets the text color.

([BP.AdventureFramework.Con](#))

Declaration

BP.AdventureFramework.

Extensions

public AnsiColor TextColor { get; set; }

([BP.AdventureFramework.Exte](#))

+ **BP.AdventureFramework.**

Property Value

Interpretation

Type ([BP.AdventureFramework.Inter](#))

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Logic

([BP.AdventureFramework.Logi](#))

Methods

Rendering

([BP.AdventureFramework.Render](#))

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) ([BP.AdventureFramework.](#))

Rendering.FrameBuilders

Build a frame.

([BP.AdventureFramework.Render](#))

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

([BP.AdventureFramework.Render](#))

AnsiColor

Parameters

([BP.AdventureFramework.Render](#))

Type ColorAboutFrameBuilder

Room ([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder ([BP.AdventureFramework.Assets.Locations.Room.html](#))

([BP.AdventureFramework.Render](#))

ViewPoint ([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder ([BP.AdventureFramework.Assets.Locations.ViewPoint.html](#))

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder ([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Render](#))

PlayableCharacter ([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder ([BP.AdventureFramework.Assets.Characters.PlayableCha](#))

racter.html) ([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder ([BP.AdventureFramework.Render](#))

string ([BP.AdventureFramework.Render](#))

(<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder ([BP.AdventureFramework.Render](#))

Name

Description

room

Specify the Room.

viewPoint

Specify the viewpoint from the room.

player

Specify the player.

message

Any additional message.

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Interpretation.IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html))	

+ BP.AdventureFramework.

Logic

Implementation

ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Rendering

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapFrameBuilder)

ColorRegionMapFrameBuilder

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTitleFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorTitleFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTitleFrameBuilder class.

ColorConversionFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

Extensions

Property Value
`(BP.AdventureFramework.Exte`

+ `Type`
`BP.AdventureFramework.`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

BorderColor

Logic
Declaration

`(BP.AdventureFramework.Logi`

Get or set the border color.

+ `BP.AdventureFramework.`

Declaration
Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value
`BP.AdventureFramework.Render`

+ `Type`
`BP.AdventureFramework.Render`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`BP.AdventureFramework.Render`

Color

`(BP.AdventureFramework.Render`

AnsiColor
Get or set the description color.

`(BP.AdventureFramework.Render`

Declaration
ColorAboutFrameBuilder

`(BP.AdventureFramework.Render`

ColorCompletionFrameBuilder

`public ANSIColor DescriptionColor { get; set; }`

`(BP.AdventureFramework.Render`

ColorConversationFrameBuilder

Property Value
`(BP.AdventureFramework.Render`

ColorGameOverFrameBuilder

`(BP.AdventureFramework.Render`

Description

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

ColorRegionMapBuilder

`(BP.AdventureFramework.Render`

ColorRegionMapFrameBuilder

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Color.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions](#))

Methods

+ BP.AdventureFramework.

Interpretation

Build(string, string, int, int)

+ BP.AdventureFramework.

Logic

Declaration ([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Rendering

Particulars ([BP.AdventureFramework.Renderer](#))

+ BP.AdventureFramework.

Rendering.FrameBuilders

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

title

The title.

([BP.AdventureFramework.Renderer](#))

description

The description.

- BP.AdventureFramework.

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

width

The width of the frame.

Rendering.FrameBuilders

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

height

The height of the frame.

([BP.AdventureFramework.Renderer](#))

Returns

AnsiColor

Type ([BP.AdventureFramework.Renderer](#))

ColorAboutFrameBuilder

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

Description

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

([BP.AdventureFramework.Con](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ ColorTransitionFrameBuilder

Extensions

Implements

([BP.AdventureFramework.Exte](#))

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Inherited Members

- **Interpretation**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Render](#))

NameSpace: [BP.AdventureFramework](#) ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#))

FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Assembly: [BP.AdventureFramework.dll](#)

Syntax

([BP.AdventureFramework.Render](#))

- **BP.AdventureFramework.**

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Render](#))

Constructors

AnsiColor

([BP.AdventureFramework.Render](#))

ColorTransitionFrameBuilder(GridStringBuilder)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the ColorTransitionFrameBuilder class.

ColorComptonFrameBuilder

([BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

Type: ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

Build([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

Type	Name	Description
ColorRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration
Type
`(BP.AdventureFramework.Con`

+ `BP.AdventureFramework.`

Extensions

Property Value
`(BP.AdventureFramework.Exte`

+ `Type`
`BP.AdventureFramework.`

Description

Interpretation

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Inter`

+ `BP.AdventureFramework.`

BorderColor

Logic
Get or set the border color.

+ `BP.AdventureFramework.`

Declaration
Type
`(BP.AdventureFramework.Render`

Rendering

`(BP.AdventureFramework.Render`

+ `BP.AdventureFramework.`

Property Value
`BP.AdventureFramework.Render`

+ `Type`
`BP.AdventureFramework.Render`

Description

Rendering.FrameBuilders

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

Color

`(BP.AdventureFramework.Render`

MessageColor

AnsiColor
Get or set the message color.

`(BP.AdventureFramework.Render`

Declaration
Type
`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

Property Value
`(BP.AdventureFramework.Render`

+ `Type`
`(BP.AdventureFramework.Render`

Description

AnsiColor (`BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html`)

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

Get or set the title color.

`(BP.AdventureFramework.Render`

`(BP.AdventureFramework.Render`

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
(BP.AdventureFramework.Color.AnsiColor)	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions](#))

Methods

+ BP.AdventureFramework.

Interpretation

Build(string, string, int, int)

+ BP.AdventureFramework.

Logic

Declaration ([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Rendering

Parameters ([BP.AdventureFramework.Renderer](#))

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	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.

- BP.AdventureFramework.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

(BP.AdventureFramework.Renderer)

Returns

AnsiColor

Type ([BP.AdventureFramework.Renderer](#))

IColorAboutFrameBuilder

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
(BP.AdventureFramework.Renderer)	

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Namespace BP.AdventureFramework. Rendering.Frames

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

BP.AdventureFramework.

Provides a grid based frame for displaying a command based interface.

Conversations

(BP.AdventureFramework.Con

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)

BP.AdventureFramework.

Conversations.Instructions for displaying a command based interface.

(BP.AdventureFramework.Con

Interfaces

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ Represents any object that is a frame that can display a command based interface.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Pandorin

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Constructor\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GridTextFrame

+ **BP.AdventureFramework.**

Implements

Conversations

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(**BP.AdventureFramework.Conversation**)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(**BP.AdventureFramework.Conversation**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(**BP.AdventureFramework.**)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(**BP.AdventureFramework.Extensions**)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Namespace: BP.BP.HTML.AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).Frames ([BP.AdventureFramework.Rendering.Frames.html](#))

Interpretation

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Interpretation**)

Syntax

+ **BP.AdventureFramework.**

Logic

public sealed class GridTextFrame : IFrame

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

Constructors

([BP.AdventureFramework.Renderer](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

Rendering.FrameBuilders

Initializes a new instance of the GridTextFrame class.

(**BP.AdventureFramework.Renderer**)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor

color, ConsoleColor)

(**BP.AdventureFramework.Renderer**)

+ **BP.AdventureFramework.**

Rendering.Frames

Type (**BP.AdventureFramework.Renderer**)

GridStringBuilder
GridTextFrame
([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](#))
IFrame

Name

Description

builder

The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

AcceptsInput

Conversations.Instructions

Get or set if this Frame accepts input.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

```
public bool AcceptsInput { get; set; }
```

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Property Value

Interpretation

Type

(BP.AdventureFramework.Inter

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

BackgroundColor

+ BP.AdventureFramework.

Get the background color.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

```
public AnsiColor BackgroundColor { get; }
```

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

- BP.AdventureFramework.

CursorLeft

(BP.AdventureFramework.Render

Get the cursor left position.

GridTextFrame

Declaration

(BP.AdventureFramework.Render

IFrame

/BP_AdventureFramework_Render

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Commands

(BP.AdventureFramework.Com

BP.AdventureFramework.

Conversations

Get the cursor top position.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public int CursorTop { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

Type

(BP.AdventureFramework.Exte

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

ShowCursor

+ BP.AdventureFramework.

Get or set if the cursor should be shown.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

```
public bool ShowCursor { get; set; }
```

Rendering

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

(BP.AdventureFramework.Ren

BP.AdventureFramework.

Render(TextWriter)

Rendering.Frames

Render this frame to a writer.

(BP.AdventureFramework.Ren

Declaration

BindTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP.AdventureFramework.Bondoriz

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)		writer	The writer.

(BP.AdventureFramework.Com

Tostring()

Conversations

Returns a string that represents the current object.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public override string ToString()
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Returns

Extensions

Type

(BP.AdventureFramework.Exte

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

Overrides

(BP.AdventureFramework Inter

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Logi

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

IFrame

/BP_AdventureFramework_Ponderir

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

(BP.AdventureFramework.Com

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Conversations

Public interface IFrame

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

AcceptsInput

(BP.AdventureFramework.Exte

Get or set if this Frame accepts input.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

 bool AcceptsInput { get; set; }

+ **BP.AdventureFramework.**

Logic

 Property Value

(BP.AdventureFramework.Logi

Type

+ **BP.AdventureFramework.**

Rendering

(https://learn.microsoft.com/dotnet/api/system.boolean)

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

CursorPosition

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Get the cursor position.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Property Value

- **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

 GridTextFrame

(BP.AdventureFramework.Renderin

 IFrame

/BP_AdventureFramework_Ponderin

Description

Table

Table

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Commands

Property Value
[\(BP.AdventureFramework.Com](#)

Type

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

Conversations

([BP.AdventureFramework.Com](#)

+ **BP.AdventureFramework.**

ShowCursor

Conversations.Instructions

([BP.AdventureFramework.Com](#)

- **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

Property Value

Interpretation

Type [\(BP.AdventureFramework.Inter](#)

Description

+ [\(BP.AdventureFramework.](#)

Logic

([BP.AdventureFramework.Logi](#)

Methods

Rendering

([BP.AdventureFramework.Ren](#)

Render(TextWriter)

+ **BP.AdventureFramework.**

Render this frame on a writer

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

void Render(TextWriter writer)

Rendering.FrameBuilders.

Color

Part of [\(BP.AdventureFramework.Ren](#)

- Type [\(BP.AdventureFramework.](#)

Rendering.Frames

(<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

([BP.AdventureFramework.Ren](#)

GridTextFrame

([BP.AdventureFramework.Renderin](#)

IFrame

([BP.AdventureFramework.Pandorin](#)

▼

Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render)
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Render)
 - GridTextFrame
(BP.AdventureFramework.Render)
 - IFrame
(BP.AdventureFramework.Render)

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Constructor\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ TextFrame

+ BP.AdventureFramework.

Implements

Conversations

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(BP.AdventureFramework.Constructor)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Constructor)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(BP.AdventureFramework.Extensions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ BP.AdventureFramework.

Namespace: [BP \(BP.Html.AdventureFramework \(BP.AdventureFramework.html\).Rendering \(BP.AdventureFramework.Rendering.html\).Frames \(BP.AdventureFramework.Rendering.Frames.html\)\)](#)

Interpretation

Assembly: [BP.AdventureFramework.dll](#)

(BP.AdventureFramework.Interpreter)

Syntax

+ BP.AdventureFramework.

Logic

```
public sealed class TextFrame : IFrame
```

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Constructors

(BP.AdventureFramework.Renderer)

TextFrame(string)

Rendering.FrameBuilders

Initializes a new instance of the TextFrame class.

(BP.AdventureFramework.Renderer)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

```
public TextFrame(string frameData, int cursorLeft, int cursorTop)
```

Color

(BP.AdventureFramework.Renderer)

Parameters

- BP.AdventureFramework.

Type

Rendering.Frames

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

frameData

The data the frame provides.

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

cursorLeft

The cursor left position.

(BP.AdventureFramework.Renderer)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

cursorTop

The cursor top position.

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration
Commands

([BP.AdventureFramework.Conversations](#))

+ BP.AdventureFramework.

Property Value

Conversations

([BP.AdventureFramework.Conversations](#))

Type Description

+ [BP.AdventureFramework.Conversations](#)

([bool](https://learn.microsoft.com/dotnet/api/system.boolean) (<https://learn.microsoft.com/dotnet/api/system.boolean>))

Conversations.Instructions

([BP.AdventureFramework.Conversations](#))

CursorPositionLeft

+ BP.AdventureFramework.

Extensions

Get the cursor left position.

([BP.AdventureFramework.Extensions](#))

Declaration

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Interpretation](#))

([BP.AdventureFramework.Interpretation](#))

Property Value

CursorPositionLeft

Type

Description

([BP.AdventureFramework.Logics](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Rendering

CursorPositionTop

+ BP.AdventureFramework.

Get the cursor top position.

Rendering.FrameBuilders

Declaration

([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

([BP.AdventureFramework.Rendering](#))

Rendering.FrameBuilders.

Color

Property Value

([BP.AdventureFramework.Renderings](#))

Type

Description

- BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.Frames

([BP.AdventureFramework.Renderings](#))

GridTextFrame

ShowCursor

([BP.AdventureFramework.Renderings](#))

IFrame

Get or Set if the cursor should be shown.

/BP.AdventureFramework.Renderings

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Com	

+ BP.AdventureFramework.

Conversations

Methods

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Render(TextWriter)

Conversations.Instructions

(BP.AdventureFramework.Con

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework. (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Logic

(BP.AdventureFramework.Logi

To String()

BP.AdventureFramework.

Rendering

Returns a string that represents the current object.

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

public string ToString()

(BP.AdventureFramework.Render

Rendering.

Rendering.FrameBuilders

Type

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Render

Name

Description

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	writer	The writer.

Overview

BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

Implements

(BP.AdventureFramework.Renderir

IFrame (**BP.AdventureFramework.Rendering.Frames.IFrame.html**)

| Frame

/BP_AdventureFramework_Renderir

▼

Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render)
- BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Render)
 - GridTextFrame
(BP.AdventureFramework.Render)
 - IFrame
(BP.AdventureFramework.Render)

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

Conversations

(BP.AdventureFramework.Conversations)

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

+ BP.AdventureFramework.

Provides a class for helping to make Regions.

Extensions

(BP.AdventureFramework.Extensions)

Interfaces

+ BP.AdventureFramework.

Interpretation

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

(BP.AdventureFramework.Interfaces)

Represents any object that is a template for an asset.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

+ BP.AdventureFramework.

Conversations

PUBLIC INTERFACE IAssetTemplate<out T>

(BP.AdventureFramework.Con

Type: BP.AdventureFramework.

Conversations.Instructions

Name Description

(BP.AdventureFramework.Con

T The type of asset being templated.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Methods

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Instantiate a new instance of the templated asset.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rend

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.OverworldMaker\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ OverworldMaker

+ **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ **BP.AdventureFramework.**

Conversations.Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BPAdventureFramework.dll

Interpretation

(BP.AdventureFramework.Inter

public sealed class OverworldMaker

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

Constructors

+ **BP.AdventureFramework.**

Rendering

OverworldMaker(Identifier, Description, params RegionMaker[])

(BP.AdventureFramework.Ren

Initializes a new instance of the OverworldMaker class.

+ **BP.AdventureFramework.**

Decorators

(BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

Parameters

(BP.AdventureFramework.Ren

Type

+ **BP.AdventureFramework.**

Identifier

Rendering.Frames

(BP.AdventureFramework.Assets.Identifier.html)

(BP.AdventureFramework.Ren

Description

- **BP.AdventureFramework.**

(BP.AdventureFramework.Assets.Description.html)

Utilities

(BP.AdventureFramework.Utili

Type	Name	Description
Identifier	identifier	An identifier for the region.
Description	description	A description for the region.

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

(BP.AdventureFramework.Constructor)

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Constructor)

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Constructor)

+ BP.AdventureFramework.

Extensions

string

(BP.AdventureFramework.Extensions)

(<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

(<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.RenderOverworld)

BP.AdventureFramework.

Rendering.FrameBuilders

Make an overworld.

(BP.AdventureFramework.RenderOverworld)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

public Overworld Make()

Color

(BP.AdventureFramework.RenderOverworld)

Returns

+ BP.AdventureFramework.

Type

Rendering.Frames

(BP.AdventureFramework.RenderOverworld)

(<https://learn.microsoft.com/dotnet/api/bp-adventure-framework.renderoverworld>)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

(<https://learn.microsoft.com/dotnet/api/bp-adventure-framework.utilities>)

Type	Description
Overworld (BP.AdventureFramework.RenderOverworld)	The created overworld.

▼

Commands

(BP.AdventureFramework.Com)

- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render)
- + BP.AdventureFramework.
Rendering.Frames
(BP.AdventureFramework.Render)
- BP.AdventureFramework.
Utilities
(BP.AdventureFramework.Utilit)

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Com\)](#)

↳ RegionMaker

+ **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**

Conversations.Instructions

↳ [\(BP.AdventureFramework.Con\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

Extensions

↳ [\(BP.AdventureFramework.Exte\)](#)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

Assembly: BP.AdventureFramework.dll

Interpretation

(**BP.AdventureFramework.Inter**

public sealed class RegionMaker

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

Constructors

+ **BP.AdventureFramework.**

Rendering

RegionMaker(Identifier, Description)

(**BP.AdventureFramework.Render**

Initializes a new instance of the RegionMaker class.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

public RegionMaker(Identifier identifier, Description description)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Parameters

Color

Type: [\(BP.AdventureFramework.Render\)](#)

Name

Description

Identifier ([BP.AdventureFramework.Assets.Identifier.html](#))

identifier

An identifier for the region.

Rendering.Frames

Description ([BP.AdventureFramework.Assets.Description.html](#))

description

A description for the region.

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

RegionMaker(string, string)

(**BP.AdventureFramework.Utili**


```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversation)

Type

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations.Instructions

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

GetRoomPositions()

Extensions

GetRoomPositions([BP.AdventureFramework.Extensions](#))

Declarative

BP.AdventureFramework.

Interpretation

public RoomPosition[] GetRoomPositions()

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Returns

Logic

Type ([BP.AdventureFramework.Logic](#))

RoomPosition[] ([BP.AdventureFramework.Assets.Locations.RoomPosition.html](#))[]

Description

The room positions.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Make()

+ BP.AdventureFramework.

Make([BP.AdventureFramework.Rendering.FrameBuilders](#))

(BP.AdventureFramework.Rendering)

Declaration

+ BP.AdventureFramework.

public Region Make()

Region ([BP.AdventureFramework.Rendering.FrameBuilders](#))

Color

Region ([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ BP.AdventureFramework.

Rendering.Frames

Region ([BP.AdventureFramework.Assets.Locations.Region.html](#))

Description

The created region.

- BP.AdventureFramework.

Make(RoomPosition)

(BP.AdventureFramework.Util)

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Commands	Name	Description
Type (BP.AdventureFramework.Com RoomPosition + BP.AdventureFramework. (BP.AdventureFramework.Assets.Locations.RoomPosition.html)	<i>startPosition</i>	The start position.

Conversations

Returns

+ BP.AdventureFramework.	Description
Conversations.Instructions Region (BP.AdventureFramework.Assets.Locations.Region.html) (BP.AdventureFramework.Con	The created region.

+ BP.AdventureFramework.

Make(int, int)

(BP.AdventureFramework.Exte
Make a region.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter
public Region Make(int x, int y, int z)

+ BP.AdventureFramework.

Logic

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The start z position.

+ BP.AdventureFramework.

Rendering.FrameBuilders

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Region (BP.AdventureFramework.Assets.Locations.Region.html)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit