

Namespace NetAF.Assets

Classes

Filter by title

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Description (NetAF.Assets.Description.html)

Description
Represents a description of an object.
(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Identifier (NetAF.Assets.Identifier.html)

+ NetAF.Assets.Attributes

Moves a class that can be used as an identifier.
(NetAF.Assets.Attributes.html)

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Interaction

Sets (NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Size (NetAF.Assets.Size.html)

Represents a size.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

- NetAF.Assets

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

Delegates

ConditionalDescription
(NetAF.Assets.ConditionalDescription)

Description
(NetAF.Assets.Description)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

ExaminableObject
Represents the callback for examinations.
(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

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

([NetAFAssets.html](#))

↳ [ConditionalDescription](#)

Inherited Members

Description

Description.Empty ([NetAFAssets.Description.html#NetAF_Assets_Description_Empty](#))

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

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

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

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

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

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

([ExaminationRequest.html](#))

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

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

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

([ExaminationResult.html](#))

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

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

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

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

Assembly: [NetAF](#) ([NetAF.html](#))

IExaminable

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

IPlayerVisible

public sealed class ConditionalDescription : Description

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

Identifier

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

Constructors

new ConditionalDescription([Item.html](#))

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

+ [NetAF.Assets.Attributes](#)

ConditionalDescription(string, string, Condition)

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

Initializes anew instance of the ConditionalDescription class.

+ [NetAF.Assets.Characters](#)

Declaration:

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

+ [NetAF.Assets.Interaction](#)

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

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

+ [NetAF.Assets.Locations](#)

Parameters:

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

+ [NetAF.Commands](#)

([NetAFCommands.html](#))

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

Name

Description

trueDescription

The true description.

falseDescription

The false description.

+ [NetAF.Conversations](#)

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

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

Properties

- NetAF.Assets

Condition (NetAF.Assets.html)

Get or Set the condition

(NetAF.Assets.ConditionalDescription.html)

Declaration

Description

(NetAF.Assets.Description.html)

ExaminableObject Condition { get; set; }

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

Property Value

(NetAF.Assets.ExaminationCallback.html)

Type ExaminationRequest

Description

(NetAF.Assets.ExaminationRequest.html)

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

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Methods

+ NetAF.Assets

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Get the description

(NetAF.Assets.Identifier.html)

Declaration

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

Returns

+ NetAF.Assets.Characters

Type NetAF.Assets.Characters.htm

Description

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

The description.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overrides

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Class Description

Represents a description of an object.

 Filter by title

Inheritance

+ **NetAF.Assets**

↳ [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)))

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

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

Inherited Members

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

ExaminationCallback

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

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

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

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

ExaminationResult

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

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

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

Assembly: [NetAF](#)

IExaminable

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

IPlayerVisible

public class Description
([NetAF.Assets.IPlayerVisible.html](#))

Identifier

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

Item

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

Size

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

+ **NetAF.Assets.Attributes**

Description(String)

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

Initializes a new instance of the Description class

+ **NetAF.Assets.Characters**

Declaration

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

+ **NetAF.Assets.Interaction**

public Description(string description)

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

* **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

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

+ **NetAF.Conversations**

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

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

Properties

DefaultDescription

Get or set the description.

Declaration

- NetAF.Assets

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

(NetAF.Assets.html)

ConditionalDescription

Property Value

(NetAF.Assets.ConditionalDescriptor)

Type Description

(NetAF.Assets.Description.html)

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

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Empty

Get an empty description.

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

Declaration

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

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

(NetAF.Assets.ExaminationScene.html)

IExaminable

Property

(NetAF.Assets.IExaminable.html)

Type

(NetAF.Assets.IPlayerVisible.html)

Description

Identifier

(NetAF.Assets.Description.html)

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

Size

(NetAF.Assets.Size.html)

Methods

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the description.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

GetDescription()

(NetAF.Assets.Locations.html)

Returns

+ NetAF.Commands

(NetAF.Commands.html)

Description

+ NetAF.Conversations

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

The description.

(NetAF.Conversations.html)



- **NetAF.Assets**

(NetAF.Assets.html)

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

- + **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- + **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

- + **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- + **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

- + **NetAF.Commands**

(NetAF.Commands.html)

- + **NetAF.Conversations**

(NetAF.Conversations.html)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

- NetAF.Assets

↳ [\(NetAF.Assets.html\)](#) Microsoft.com/dotnet/api/system.object

↳ ExaminableObject

↳ ConditionalDescription

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

↳ NetAF.Assets.ConditionalDescriptor

↳ Item ([NetAF.Assets.Item.html](#))

↳ Description

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

↳ NetAF.Assets.Description.html

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

↳ ExaminableObject

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

↳ NetAF.Assets.ExaminableObject.F

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

↳ ExaminationCallback

Implements

[NetAF.Assets.ExaminationCallback](#)

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

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

↳ ExaminationResult

Inherited Members

↳ NetAF.Assets.ExaminationResult.

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

↳ NetAF.Assets.ExaminationScene.I

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

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

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

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

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

↳ Item ([NetAF.Assets.Item.html](#))

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

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

public class ExaminableObject : IExaminable, IPlayerVisible

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

Attributes

+ NetAF.Commands

Get the attribute manager for this object.

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

Declaration

+ NetAF.Conversations

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

+ NetAF.Conversations.

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

Property Value

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

(NetAF.Assets.html)

Commands

ConditionalDescription
(NetAF.Assets.ConditionalDescription.html)

Description
Get or set this objects commands.

(NetAF.Assets.Description.html)

Declaration
ExaminableObject

(NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Property Value

(NetAF.Assets.ExaminationRequest.html)

Type

Description

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

Description

(NetAF.Assets.IExaminable.html)

IPlayerVisible

Get or set a description of this object.
(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Property Value

(NetAF.Assets.Attributes.html)

Type

Description

+ NetAF.Assets.Characters

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examination

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAFCommands.html)

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

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

+ NetAF.Conversations.

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

Identifier

Get the object's identifier.

(NetAF.Assets.html)

Declaration

ConditionalDescription

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

Description

(NetAF.Assets.Description.html)

Property Value

ExaminableObject

Type	Description
NetAF.Assets.ExaminableObject.h	

ExaminationCallback

Type	Description
NetAF.Assets.Identifier.html	

Type	Description
NetAF.Assets.ExaminationCallback.html	

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get **ExaminationScene** to the player.

(NetAF.Assets.ExaminationScene.html)

Declaration

IExaminable

(NetAF.Assets.IExaminable.html)

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Examine(ExaminationScene)

(NetAF.Assets.Interaction.html)

Examine this object.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

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

Returns

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

ToString()

ExaminableObject
Returns a string that represents the current object.
(NetAF.Assets.ExaminableObject.html)

Declaration

```
public override string ToString()  
(NetAF.Assets.ExaminationRequest.html)
```

ExaminationResult

Returns
(NetAF.Assets.ExaminationResult.html)

Type	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	A string that represents the current object.

Overload

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

(NetAF.Assets.Identifier.html)

Item
(NetAF.Assets.Item.html)

Size
(NetAF.Assets.Size.html)

IExaminable
(NetAF.Assets.IExaminable.html)

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

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

Assembly: NetAF.dll

ConditionalDescription

Syntax

(NetAF.Assets.ConditionalDescriptor)

Description

public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)

ExaminableObject

Parameters

ExaminationCallback

Type

(NetAF.Assets.ExaminationCallback)

Name

Description

ExaminationRequest

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

request

The examination request.

ExaminationResult

Returns

(NetAF.Assets.ExaminationResult.I

Type

ExaminationScene

Description

(NetAF.Assets.ExaminationScene.I

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

A string representing the result of the examination.

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations



ConditionalDescription
(NetAF.Assets.ConditionalDescripti
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(NetAF.Assets.Description.html)
ExaminableObject
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ExaminationRequest
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ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

ExaminationCallback
Result.Description ([NetAF_Assets_Interaction_Result_Description](#))
(NetAF.Assets.ExaminationCallback)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object-system-object)))
(NetAF.Assets.ExaminationResult.IExaminable)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
ExaminationScene
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(NetAF.Assets.ExaminationScene.IMemberwiseClone)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
IExaminable
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Assets.IExaminable.html)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
IPlayerVisible
Namespace: NetAF ([NetAF.html](#)) Assets ([NetAF.Assets.html](#))
(NetAF.Assets.IPlayerVisible.html)

Assembly: NetAF.dll

Syntax

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Constructors

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

ExaminationResult(string)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the ExaminationResult class.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

public ExaminationResult(string description)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

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



(NetAF.Assets.ConditionalDescriptor)
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

Description	
↳ object (https://learn.microsoft.com/dotnet/api/system.object)	(NetAF.Assets.Description.html)
↳ ExaminationScene	ExaminableObject
Inherited From	(NetAF.Assets.ExaminableObject.html)
ExaminationCallback	
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))
ExaminationRequest	
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object))
ExaminationResult	
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
ExaminationScene	
object.MemberwiseClone()	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
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)
Namespace	(NetAF (NetAF.html).Assets (NetAF.Assets.html))
IPlayerVisible	
Assembly	(NetAF (NetAF.html).Assets.IPlayerVisible.html)

Syntax

(NetAF.Assets.Identifier.html)
public class ExaminationScene
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Initializes a new instance of the ExaminationScene class.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public ExaminationScene(Character examiner, Room room)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations

Instruction (NetAF.Assets.Locations.Room.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

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

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

Parameters

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

Properties

Examiner

(NetAF.Assets.ExaminationScene.IExaminable.html)

Get the Examiner.

(NetAF.Assets.IExaminable.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

NoScene

+ NetAF.Assets.Interaction

Get a default value for when there is no scene.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Conversations.

Instructions

Root

+ NetAF.Extensions

Description

Description

Get the room the examinable is being examined from.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Description.html)	
Room (NetAF.Assets.Locations.Room.html)	
ExaminableObject	

(NetAF.Assets.ExaminableObject.h)
ExaminationCallback
(NetAF.Assets.ExaminationCallbac
ExaminationRequest
(NetAF.Assets.ExaminationReques
ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

Assembly

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

public interface IExaminable : IPlayerVisible

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

Properties

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Get the attribute manager for this object.

(NetAF.Assets.Attributes.AttributeManager.html)

Declaration

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes Attributes { get; }

(NetAF.Assets.Attributes.html)

Properties

NetAF.Assets.Characters

Type (NetAF.Assets.Characters.html)

Description

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Commands

(NetAF.Assets.Locations.html)

Get all of this objects commands.

NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

CustomCommand[] Commands { get; set; }

(NetAF.Conversations.html)

+ NetAF.Conversations.

Property Value

Instructions

Type

(NetAF.Conversations.Instruct.html)

Description

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Description

Get or set a description of this object.

Declaration

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

Property Value
 (NetAF.Assets.Description.html)

 ExaminableObject

Type
 (NetAF.Assets.ExaminableObject.h)

Description

 ExaminationCallback

 Description (NetAF.Assets.Description.html)

 (NetAF.Assets.ExaminationCallback.h)

 ExaminationRequest

 (NetAF.Assets.ExaminationRequest.h)

Identifier

 ExaminationResult

 (NetAF.Assets.ExaminationResult.h)

Get this objects identifier.

 ExaminationScene

Declaration
 (NetAF.Assets.ExaminationScene.h)

 IExaminable

 (NetAF.Assets.IExaminable.html)

 Identifier Identifier { get; }

 IPlayerVisible

 (NetAF.Assets.IPlayerVisible.html)

Property Value
 Identifier

Type
 (NetAF.Assets.Identifier.html)

Description

 Item (NetAF.Assets.Item.html)

 Identifier (NetAF.Assets.Identifier.html)

 Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

 (NetAF.Assets.Attributes.html)

Methods

 NetAF.Assets.Characters

 (NetAF.Assets.Characters.html)

Examine(ExaminationScene)

 (NetAF.Assets.Interaction.html)

Examine this object.

+ NetAF.Assets.Locations

Declaration

 (NetAF.Assets.Locations.html)

+ NetAF.Commands

 (NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type
 (NetAF.Conversations.html)

Name

Description

+ NetAF.Conversations.

 (NetAF.Assets.ExaminationScene.html)

scene

The scene this object is being examined from.

Instructions
 (NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

 (NetAF.Extensions.html)

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

▼

(NetAF.Assets.Description.html)
 ExaminableObject
 (NetAF.Assets.ExaminableObject.h)
 ExaminationCallback
 (NetAF.Assets.ExaminationCallbac
 ExaminationRequest
 (NetAF.Assets.ExaminationReques
 ExaminationResult
 (NetAF.Assets.ExaminationResult.l
 ExaminationScene
 (NetAF.Assets.ExaminationScene.l
 IExaminable
 (NetAF.Assets.IExaminable.html)
 IPlayerVisible
 (NetAF.Assets.IPlayerVisible.html)
 Identifier
 (NetAF.Assets.Identifier.html)
 Item (NetAF.Assets.Item.html)
 Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.ExaminableObject.h)

Syntax

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

```
ExaminationRequest  
(NetAF.Assets.ExaminationRequest.h)
```

```
ExaminationResult  
(NetAF.Assets.ExaminationResult.h)
```

```
ExaminationScene  
(NetAF.Assets.ExaminationScene.h)
```

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

IPlayerVisible

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

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

Declaration

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

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

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

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

+ NetAF.Assets.Attributes

Property Value

(NetAF.Assets.Attributes.html)

Type

+ NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implementation

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

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))) (NetAF.Assets.IExaminable.html)
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))) (NetAF.Assets.IPlayVisible.html)
object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object ReferenceEquals(Identifier, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Size (NetAF.Assets.Size.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

Assembly: NetAF.dll

NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

Creates a new instance of the Identifier class.
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Creates a new instance of the Identifier class.
(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.Instruction.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.InstructType.html)

+ NetAF.Extensions

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

(NetAF.Extensions.html)

+ NetAF.Interpretation

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

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequest.html)

Type ExaminationResult

(NetAF.Assets.ExaminationResult.html)
Identifier (NetAF.Assets.Identifier.html)
ExaminationScene

Description

(NetAF.Assets.ExaminationScene.html)

IExaminable

IdentifiableName

(NetAF.Assets.Identifiable.html)

IPlayerVisible

Get the name as a case insensitive identifier.

(NetAF.Assets.IPlayerVisible.html)

Declaration

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

Item (NetAF.Assets.Item.html)

```
public string IdentifiableName { get; }  
Size (NetAF.Assets.Size.html)
```

+ NetAF.Assets.Attributes

Property Value

(NetAF.Assets.Attributes.html)

Type

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

Description

+ NetAF.Assets.Interaction

Name

+ NetAF.Assets.Locations

Get the name.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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

(NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

+ NetAF.Interpretation

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

Equals(string)

+ NetAF.Assets.Attributes

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

(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

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

+ NetAF.Commands

Returns

(NetAF.Commands.html)

Type Description

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Tostring()

+ NetAF.Interpretation

Returns a string that represents the current object.

Declaration

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

>Returns

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

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

Implements

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)
[IComparable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.icomparable-1>)
IPlayerVisible
([NetAF.Assets.IPlayerVisible.html](#))
Identifier
([NetAF.Assets.Identifier.html](#))
Item ([NetAF.Assets.Item.html](#))
Size ([NetAF.Assets.Size.html](#))

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

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

Implementation

IExaminable (NetAF_Assets_Examinable.html)
IPlayerVisible (NetAF_Assets.IPlayerVisible.html)
IIInteractable (NetAF_Assets_IInteraction.IInteractWithItem.html)

IExaminable
Inherited Members
(NetAF.Assets.IExaminable.html)

ExaminableObject.Examination

(NetAF_Assets_ExaminableObject.Examination.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject (NetAF_Assets_ExaminableObject.html)

(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands

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

ExaminableObject.Attributes

(NetAF_Assets_ExaminableObject.Attributes.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)

+ NetAF.Assets.Characters
(NetAF.Assets.Characters.html)

(NetAF_Assets_ExaminableObject.Examine.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination)

NetAF.Assets.Interaction

ExaminableObject.IsPlayerVisible

(NetAF_Assets_ExaminableObject.IsPlayerVisible.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

NetAF.Assets.Locations

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

+ NetAF.Assets.Locations
(NetAF_Assets_Locations.html)

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

+ NetAF.Commands
(NetAF_Commands.html)

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

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

+ NetAF.Conversations
(NetAF_Conversations.html)

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

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

NetAF.Conversations.

Assembly: NetAF.dll

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions
↳ Item
(NetAF_Extensions.html)

NetAF.Interpretation

(NetAF_Interpretation.html)

Constructors

Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

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

ExaminationRequest

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

Parameters

ExaminationResult

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

Identifier

Identifier

Item(string, string, bool)

Item (NetAF.Assets.Item.html)

Initializes a new instance of the Item class.

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

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

(NetAF.Commands.html)

+ NetAF.Conversations

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.

Interactions

(NetAF.Conversations.Instruct.html)

Get or set the interaction.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

Property Value

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

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

IsTakeable
(NetAF.Assets.ExaminationRequest.html)

Get or set if this is takeable.
(NetAF.Assets.ExaminationResult.html)

Declaration
ExaminationScene
(NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IExaminable.html)

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

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

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interact with an item.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters
(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Returns

Instructions

Type
(NetAF.Conversations.Instruct.html)

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

Description

The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Morph(Item)
(NetAF.Interpretation.html)

Handle item morphing.

Declaration

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

Parameters

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

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

NetAF.Assets.ExaminationResult.I

ExaminationScene
IExaminable (NetAF.Assets.IExaminable.html)
(NetAF.Assets.ExaminationScene.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IExaminable

IIInteractWithItem (NetAF.Assets.Interaction.IIInteractWithItem.html)
(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Struct Size

Represents a size.

Filter by title

Inherited Members

(NetAF.Assets.ExaminationCallback
ValueType.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
ExaminationRequest
ValueType.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
ValueToString() (<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)))
ExaminationResult
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
IExaminable
Name (<https://learn.microsoft.com/dotnet/api/NetAF.Assets.IExaminable.Name>)
Assembly
IPlayerVisible
Syntax

Identifier
(NetAF.Assets.Identifier.html)
public struct Size
Item ([NetAF.Assets.Item.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Item.html))
Size ([NetAF.Assets.Size.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Size.html))

+ NetAF.Assets.Attributes

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Size(int, int)

(NetAF.Assets.Characters.html)

Initializes a new instance of the Size struct.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Conversations

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

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Properties

Properties

(NetAF.Extensions.html)

Height

(NetAF.Interpretation.html)

Get the height.

...

	Name	Description
width	The width.	
height	The height.	

Declaration

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

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) ExaminationRequest (NetAF.Assets.ExaminationRequest) ExaminationResult (NetAF.Assets.ExaminationResult.I ExaminationScene Get the width. (NetAF.Assets.ExaminationScene.I Declaration IExaminable (NetAF.Assets.IExaminable.html) PlayerVisible (NetAF.Assets.IPlayerVisible.html) Identifier (NetAF.Assets.Identifier.html)	

Width

Get the width.
(NetAF.Assets.ExaminationScene.I
Declaration
IExaminable
(NetAF.Assets.IExaminable.html)
PlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Namespace NetAF.Assets.Attributes

Classes

Filter by title

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

(NetAF.Assets.html)
Provides a description of an attribute.

- [NetAF.Assets.Attributes](#)

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

Provides a class for managing attributes.
Attribute
(NetAF.Assets.Attributes.Attribute.html)
AttributeManager
(NetAF.Assets.Attributes.AttributeManager.html)

+ [NetAF.Assets.Characters](#)

(NetAF.Assets.Characters.html)

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

+ [NetAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)

+ [NetAF.Commands](#)

(NetAF.Commands.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions
(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

+ NetAF.Assets

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

NetAF.Assets.Attributes

Inherited Members

(NetAF.Assets.Attributes.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Assets.Attributes.Attribute)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Assets.Attributes.AttributeV)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

Assembly: NetAF.dll

+ NetAF.Assets.Locations

Syntax
(NetAF.Assets.Locations.html)

+ NetAF.Commands

public class Attribute
(NetAF.Commands.html)

+ NetAF.Conversations

Constructors
(NetAF.Conversations.html)

+ NetAF.Conversations.

Attribute(string, string, int, int)

(NetAF.Conversations.Instruct

Initializes a new instance of the Attribute class.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Name	Description
Type (NetAF.Logic.html)	
name (NetAF.Rendering.html)	Specify the name of the attribute.

String
(NetAF.Rendering.FrameBuilders.html)

Builders

(NetAF.Rendering.FrameBuilder.html)

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

+ **NetAF.Assets**

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

Properties

- **NetAF.Assets.Attributes**

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

Description

Attribute

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

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

Type

+ **NetAF.Assets.Locations**

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

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

Description

+ **NetAF.Commands**

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

Maximum

+ **NetAF.Conversations**

Get the maximum limit of the attribute.

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

Declaration

+ **NetAF.Conversations.**

Instructions

`PUBLIC INT Maximum { get; }`

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

NetAF.Extensions

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

Type

Description

+ **NetAF.Interpretation**

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

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

+ **NetAF.Logic**

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

NetAF.Rendering of the attribute.

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

Declaration

+ **NetAF.Rendering.Frame**

`PUBLIC INT Minimum { get; }`

Builders

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

Property Value

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

Name

+ NetAF.Assets

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

Declaration

- NetAF.Assets.Attributes

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

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

Attribute

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

Property Value

AttributeManager

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

Description

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Builders

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

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

(NetAF.Assets.html)

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

- **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

Inherited Members

Attribute

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)))

AttributeManager

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

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

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

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

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

(NetAF.Assets.Interaction.html)

NameSpace: NetAF (<https://learn.microsoft.com/NetAF.Assets.html>).Attributes (<https://learn.microsoft.com/NetAF.Assets.html>)

Assembly: NetAF.dll

+ NetAF.Assets.Locations

Syntax

(NetAF.Assets.Locations.html)

+ NetAF.Commands

public sealed class AttributeManager

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

Count

+ NetAF.Extensions

Get the number of attributes this manager has.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Rendering

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

Description

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

(NetAF.Assets.html)

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

- NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Parameters

Attribute

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

Name

Description

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

attribute

The attribute.

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

value

The value.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Add(Attribute, int) Interaction

(NetAF.Assets.Interaction.html)

Add a value to an attribute.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

```
(string attributeName, int value)
```

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

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

Name

Description

+ NetAF.Conversations [+ NetAF.Conversations \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

attributeName

The name of the attribute.

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

value

The value.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

GetAsDictionary().html

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

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

+ NetAF.Rendering

Returns

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

Dictionary<[Attribute \(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>\)](#), [Attribute \(\[Attribute \\(NetAF.Assets.Attributes.Attribute.html\\)\]\(#\)](#)>

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

NetAF.Rendering.Frame

Description

An array of

atributes.

GetAttributes()

Get all attributes.

Declaration

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

(NetAF.Assets.html)

Returns

- **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

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

Description

An array of attributes.

GetValue(Attribute)

(NetAF.Assets.AttributeManager.html)

GetCharacters()

(NetAF.Assets.Characters.html)

Declaration

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Parameters

(NetAF.Assets.Locations.html)

Type

Name

Description

+ **NetAF.Commands**

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

attribute

The attribute.

+ **NetAF.Conversations**

Returns

(NetAF.Conversations.html)

Type

Description

+ **NetAF.Conversations**

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

The value.

Instructions

(NetAF.Conversations.Instruct.html)

GetExtensions()

(NetAF.Extensions.html)

Get the value of an attribute.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

GetValue(string attributeName)

(NetAF.Logic.html)

Parameters

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Name

Description

+ **NetAF.Rendering.Frame**

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

attributeName

The name of the attribute.

Builders

Returns

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

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

Remove(Attribute)

Remove an attribute.
[\(NetAF.Assets.html\)](#)

Declaration

- NetAF.Assets.Attributes

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

Attribute

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

Parameters

AttributeManager

Type	Name	Description
NetAF.Assets.Attributes.AttributeManager		

Name

Description

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

attribute

The attribute.

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

+ NetAF.Assets.Interaction

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

Remove an attribute.

+ NetAF.Assets.Locations

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

+ NetAF.Commands

[public void Remove\(string attributeName\)](#)
[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

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

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

Name

Description

+ NetAF.Conversations.

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

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

+ NetAF.Extensions

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

Remove all attributes.

+ NetAF.Interpretation

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

+ NetAF.Logic

[public void RemoveAll\(\)](#)
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[Subtract\(Attribute, int\)](#)
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Subtract a value from an attribute.

Builders

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

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

Parameters

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

- [NetAF.Assets.Attributes](#)

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

[Subtract\(string, int\)](#)

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

Subtract a value from an attribute.

AttributeManager

Declaration: [NetAF.Assets.Attributes.AttributeManager](#)

+ [NetAF.Assets.Characters](#)

[public void Subtract\(string attributeName, int value\)](#)

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

+ [NetAF.Assets.Interaction](#)

Parameters

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

Type

+ [NetAF.Assets.Locations](#)

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

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

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

+ [NetAF.Commands](#)

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

+ [NetAF.Conversations](#)

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

+ [NetAF.Conversations.](#)

[Instructions](#)

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

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

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

+ [NetAF.Rendering](#)

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

+ [NetAF.Rendering.Frame](#)

[Builders](#)

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

Namespace NetAF.Assets.Characters

Classes

Filter by title

+ NetAF.Assets.

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

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

Represents a generic in game character.

+ NetAF.Assets.Attributes

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

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

- NetAF.Assets.Characters

Represents a non-playable character.

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

Character

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

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

Represents a playable character.

IConverser

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

Interfaces

NonPlayableCharacter

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

PlayableCharacter

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

IConverser

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Attributes**

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

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

↳ Character

- **NetAF.Assets.Characters**

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

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

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

Implements

Character

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

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

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

Inherited Members

NonPlayableCharacter

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

ExaminableObject_Examination

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

+ **NetAF.Assets.Locations**

ExaminableObject_Commands

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

ExaminableObject_Attributes

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

ExaminableObject_Examine(ExaminationScene)

+ **NetAF.Conversations**

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

ExaminableObject_IsPlayerVisible

+ **NetAF.Conversations.Instruct**

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

object.Equals(System.Object, System.Object)

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

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

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

+ **NetAF.Interpretation**

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

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

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

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

Assembly: NetAF.dll

Syntax

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

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

Properties

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

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

Declaration
Character
IConverser

Property Value
NonPlayableCharacter
Type [\(NetAF.Assets.Characters.NonPlay](#)

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

+ **NetAF.Assets.Interaction.IsAlive**
[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**
Get if this character is alive.
[\(NetAF.Assets.Locations.html\)](#)

Declaration
+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)
public bool IsAlive { get; protected set; }

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

+ **NetAF.Conversations.Instructions**
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions.Items**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation.Terms**
Get AFInterpretationTerms
The term the character holds.
[\(NetAF.Interpretation.html\)](#)

Declaration
+ **NetAF.Logic**
public AFInterpretationTerms { get; protected set; }

+ **NetAF.Rendering**
Property Value
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

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

Methods

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

AcquireItem(item)

(NetAF.Assets.Attributes.html)

Acquire an item.

- NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

Character

public virtual void AcquireItem(Item item)

IConverser

Parameters

NonPlayableCharacter

Type (NetAF.Assets.Characters.NonPlay

Name

Description

PlayableCharacter

Type (NetAF.Assets.Characters.Playable

item

The item to acquire.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

AcquireItem(item)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to de-acquire.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

FindItem(string, out Item, bool)

(NetAF.Extensions.html)

Find an item.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

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

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Parameters

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

Returns

- **NetAF.Assets.Characters**

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

+ **Give(Item, Character)**

NonPlayCharacter
([NetAF.Assets.Characters.NonPlayableCharacter.html](#))
Give an item to another in game Character.
PlayableCharacter

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

+ **NetAF.Assets.Interaction**

public virtual bool Give(Item item, Character character)
([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

Parameters

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

Type	Name	Description
Item (NetAF.Assets.Item.html) (NetAF.Commands.html)	<i>item</i>	The item to give.
Character (NetAF.Assets.Characters.Character.html)	<i>character</i>	The Character to give the item to.

+ **(NetAF.Conversations.html)**

Returns

Type	Description
Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Conversations.Instruct.html)	True if the transaction completed OK, else false.

+ **NetAF.Extensions**

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

+ **HasItem(Item, bool)**

+ **NetAF.Interpretation**

Determine if this PlayableCharacter has an item.

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

Declaration

+ **NetAF.Logic**

public static bool HasItem(Item item, bool includeInvisibleItems = false)
([NetAF.Logic.html](#))

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

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

+ [NetAF.Assets.html](#)

Returns

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

- [NetAF.Assets.Characters](#)

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

[Interact\(item\)](#)

(NetAF.Assets.Characters.Characte

Interact with a specified item.

(NetAF.Assets.Characters.IConver

Declaration

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

public InteractionResult Interact(Item item)

PlayableCharacter

(NetAF.Assets.Characters.Playable

Parameters

+ [NetAF.Assets.Interaction](#)

Type	Name	Description
NetAF.Assets.Interaction.html	<i>item</i>	The item to interact with.

+ [NetAF.Assets.Locations](#)

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

Returns

+ [NetAF.Commands](#)

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

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

+ [NetAF.Conversations](#)

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

+ [NetAF.Conversations](#)

[InteractWithItem\(item\)](#)

Instructions

Interact with a specified item.

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

Declaration

+ [NetAF.Extensions](#)

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

protected virtual InteractionResult InteractWithItem(Item item)

+ [NetAF.Interpretation](#)

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

Parameters

Type	Name	Description
NetAF.Logic.html	<i>item</i>	The item to interact with.

+ [NetAF.Rendering](#)

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

+ [NetAF.Rendering.Frame](#)

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

Kill()

Kill (NetAF.Assets.Characters.Character)

Defined by NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- public virtual void Kill()

Defined by NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Implements

Character (NetAF.Assets.Characters.Character)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayable (NetAF.Assets.IPlayable.html)

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

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ NetAF.Assets.Attributes

IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Identifier)
(NetAF.Assets.Attributes.html)
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Description)
IEminable.Commands (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Commands)
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Attributes)
IExaminable.Examine(ExaminationScene)
Character
(NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)
(NetAF.Assets.Characters.Character)
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)
Converser
Namespace- NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assembly- NetAF

NonPlayableCharacter

Syntax- NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable) IExaminable, IPlayerVisible

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Properties

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Conversation

(NetAF.Commands.html)

Get or set the conversation.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Conversation Conversation { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Conversation (NetAF.Conversations.Conversation.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Description

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

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

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

- [NetAF.Assets.Characters](#)

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

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

Implements

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

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

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

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

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

Inherited Members

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

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

+ [NetAF.Assets.Interaction](#)

Character.Interaction

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

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

+ [NetAF.Assets.Locations](#)

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

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

Character.AcquireItem(item)

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

m.)

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

Character.DeacquireItem(item)

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

m.)

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

Character.HasItem(item, bool)

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

System.String _

Character.FindItem(string, out Item, bool)

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

F_Assets_Item_System_Boolean _

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

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

A_F_Assets_Characters_Character _

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

Character.Interact(item)

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

+ [NetAF.Logic](#)

ExaminableObject.Examination

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

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

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

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

ExaminableObject.Description

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

Builders

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

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

ExaminableObject.IsPlayerVisible

(NetAF.Assets.Attributes.html)

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

(NetAF.Assets.Characters.html)

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

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

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

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

NonPlayableCharacter

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

Assembly: NetAF.dll

PlayableCharacter

Syntax
`(NetAF.Assets.Characters.PlayableCharacter)`

+ NetAF.Assets.Interaction

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser,
(NetAF.Assets.Characters.NonPlay

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Constructors

+ NetAF.Commands

(NetAF.Commands.html)

NonPlayableCharacter(Identifier, Description, Conversation)

+ NetAF.Conversations

Init(NetAF.Conversations.html) PlayableCharacter class.

Delegates

Instructions

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

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

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation, bool isAlive, InteractionCallback interaction)
(NetAF.Assets.Attributes.html)
```

- **NetAF.Assets.Characters**

Parameters

(NetAF.Assets.Characters.htm)

Type	Name	Description
Character		
Identifier (NetAF.Assets.Identifier.html)	identifier	This NonPlayableCharacter's identifier.
IConverser Description (NetAF.Assets.Description.html) (NetAF.Assets.Characters.IConverser.html)	description	The description of this NonPlayableCharacter.
NonPlayableCharacter		
Conversation (NetAF.Assets.Characters.NonPlay (NetAF.Assets.Characters.Conversation.html)	conversation	The conversation.
Playable bool	isAlive	Set if this NonPlayableCharacter is alive.
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	interaction	Set this NonPlayableCharacter's interaction.

+ NetAF.Commands

(NetAF.Commands.html)

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

(NetAF.Conversations.html)

Initializes a new instance of the NonPlayableCharacter class.

+ NetAF.Conversations.

Declaration

```
Identifier identifier, Description description, Conversation conversation, bool isAlive, InteractionCallback interaction, ExaminationCallback examination)
(NetAF.Extensions.html)
```

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

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

Builders

(NetAF.Rendering.FrameBuilder.html)

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

(NetAF.Assets.Characters.htm)

NonPlayableCharacter(string, string, Conversation)

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Assets.Characters.IConver

Declaration

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter(string identifier, string description, Conversation conv
e(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

string

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.Instructions

(NetAF.Conversations.Conversation.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Conversation

+ NetAF.Logic

Get or set the conversation.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public Conversation conversation { get; set; }

+ NetAF.Rendering.Frame

Properties

(NetAF.Rendering.FrameBuild

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

Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Characters.htm)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

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

IExaminableObject (NetAF.Assets.ExaminableObject.html)

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

PlayableCharacter (NetAF.Assets.Characters.Charact

Implements

IConverser

IExaminable (NetAF.Assets.Examinable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

PlayableCharacter

Inherited Members

(NetAF.Assets.Characters.Playable

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

+ [NetAF.Assets.Interaction](#)

(NetAF_Assets_Interaction.html#NetAF_Assets_Characters_Character_Interaction)

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

+ [NetAF.Assets.Locations](#)

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

(NetAF_Assets_Locations.html)

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

m)

(NetAF_Commands.html)

Character.DeacquireItem(item)

+ [NetAF.Conversations](#)

m)

(NetAF_Conversations.html)

Character.HasItem(item, bool)

+ [NetAF.Conversations](#)

Character.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_

System_Boolean)

(NetAF_Conversations.Instruct

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

t _Assets_Help_System_Boolean_)

Character.Interact(item)

(NetAF_Extensions.html)

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

+ [NetAF.Interpretation](#)

Character.Character.html#NetAF_Assets_Characters_Character_

(NetAF_Interpretation.html)

Character.Interact(item)

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

+ [NetAF.Logic](#)

ExaminableObject.Examination

(NetAF_Logic.html)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description

+ [NetAF.Rendering](#)

ExaminableObject.Frame.html#NetAF_Assets_ExaminableObject_Description

ExaminableObject.Commands

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

(NetAF_Rendering.FrameBuilder)


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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	This PlayableCharacter's identifier.
- NetAF.Assets.Characters Description (NetAF.Assets.Description.html) (NetAF.Assets.Characters.html)	description	The description of the player.
bool Character (https://learn.microsoft.com/dotnet/api/system.boolean) IConverser	canConverse	If this PlayableCharacter can converse with an IConverser.
Item (NetAF.Assets.Item.html) NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	items	The players items.

PlayableCharacter(string, string, params Item[])

+ **NetAF.Assets.Interaction**
Initializes a new instance of the PlayableCharacter class.

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

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)
public PlayableCharacter(string identifier, string description, params Item[] items)

+ NetAF.Commands

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

Type	Name	Description
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	identifier	This PlayableCharacter's identifier.
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of the player.
Item (NetAF.Assets.Item.html) Instructions (NetAF.Conversations.Instructions.html)	items	The players items.

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

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)
PlayableCharacter(string, string, bool, params Item[])

+ **NetAF.Interpretation**
Initializes a new instance of the PlayableCharacter class.

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

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)
public PlayableCharacter(string identifier, string description, bool canConverse, params Item[] items)

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Builders

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

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

Properties

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

+ NetAF.Assets.Interaction

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

Get if this playable character can converse with an IConverser.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

public bool canConverse { get; }

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

Properties

NetAF.Conversations

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

+ NetAF.Conversations

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

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

UseItem(Item, IInteractWithItem) [\(NetAF.Interpretation.html\)](#)

Use an item

+ NetAF.Logic

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

+ NetAF.Rendering

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

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

+ NetAF.Rendering.Frame

Parameters

Builders

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

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

▼

Returns

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

Type	Description
- NetAF.Assets.Characters (NetAF.Assets.Characters.Character.html)	The result of the items usage.

Character

(NetAF.Assets.Characters.Character.html)

Implements

(NetAF.Assets.Characters.IContainer.html)

IExaminable (NetAF.Assets.IExaminable.html)

NonPlayableCharacter

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Characters.NonPlay

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

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Builders

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

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

+ NetAF.Assets.Attributes

Represents a result of an interaction.
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

Represents a reaction.

- NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

Condition

Represents a result.
(NetAF.Assets.Interaction.Condition.html)

IInteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem.html)

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

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

(NetAF.Assets.Interaction.IInteractWithItem.html)

Represents any object that can interact with an item.

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Enums

Reaction

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult.html)

Enumeration of interaction effects.

Result

(NetAF.Assets.Interaction.Result.html)

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

(NetAF.Assets.Locations.html)

Enumeration of reaction results.

+ NetAF.Commands

Delegates

(NetAF.Commands.html)

+ NetAF.Conversations

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

Represents a callback for conditions.

+ NetAF.Conversations

Instructions

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

Represents the callback for interacting with objects.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

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

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

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

Condition
[\(NetAF.Assets.Interaction.Condition.html\)](#)
IInteractWithItem
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
Result
[\(NetAF.Assets.Interaction.Result.html\)](#)

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

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

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

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

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

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

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Assets.Characters**

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

- **NetAF.Assets.Interaction**

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

Returns

Type	Description
Condition (NetAF.Assets.Interaction.Condition) bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.IInteraction) InteractionCallback (NetAF.Assets.Interaction.Interaction) InteractionEffect (NetAF.Assets.Interaction.Interaction) InteractionResult (NetAF.Assets.Interaction.Interaction) Reaction (NetAF.Assets.Interaction.Reaction) ReactionResult (NetAF.Assets.Interaction.Reaction) Result (NetAF.Assets.Interaction.Result.html)	The result of the condition.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

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

- **NetAF.Assets.Interaction**

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

Condition

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

Methods

InteractWithItem

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

InteractionCallback

InteractWithItem

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

InteractionEffect

Interact with an item

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

InteractionResult

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

Reaction

InteractionResult Interact(Item item)

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

ReactionResult

Parameters

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

Type	Name	Description
Result (NetAF.Assets.Interaction.Result.html)		
Item (NetAF.Assets.Item.html)	item	The item to interact with.

+ **NetAF.Assets.Locations**

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

Returns

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

+ NetAF.Assets.Characters

Assembly: NetAF.dll

(NetAF.Assets.Characters.htm)

Syntax

- NetAF.Assets.Interaction

```
public delegate InteractionResult InteractionCallback(Item item)
```

Condition

Parameters

(NetAF.Assets.Interaction.Condition.htm)

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.htm)	item	The item to interact with.

Return value

InteractionEffect

Type	Description
InteractionResult (NetAF.Assets.Interaction.InteractionResult.htm)	The result of the interaction.

Reaction

(NetAF.Assets.Interaction.Reaction.htm)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult.htm)

Result

(NetAF.Assets.Interaction.Result.htm)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.htm)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.htm)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.htm)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

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

Syntax

- **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)
public enum InteractionEffect:
Condition
(NetAF.Assets.Interaction.Condition)
IInteractWithItem
(NetAF.Assets.Interaction.IInteractWithItem)
InteractionCallback
(NetAF.Assets.Interaction.InteractionCallback)

Fields

Name	Description
FatalEffect	A fatal effect to the interaction.
InteractionResult	
Item	(NetAF.Assets.Interaction.html) Item mapped into another object.
Reaction	
ItemUsedUp	Item was used up.
NoEffect	No effect to the interaction on either the item or the target.
ReactionResult	
SelfContainedResult	Any other self contained effect.
TargetUsedUp	The target was used up.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Parsing**

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

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

↳ Result (NetAFAssetsInteractionResult.html)

↳ InteractionResult

Condition

Inherited Members

(NetAFAssetsInteractionCondition)

Result Description ([NetAFAssetsInteraction.Result.html#NetAF_Assets_Interaction_Result_Description](#))

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

InteractionCallback

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

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

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

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

(NetAFAssetsInteractionReaction)

Namespace NetAF (NetAF.html).Assets (NetAFAssets.html).Interaction (NetAFAssetsInteraction.html)

ReactionResult

Assembly NetAF.dll

(NetAFAssetsInteraction.Reaction)

Syntax

Result

(NetAFAssetsInteraction.Result.html)

```
public sealed class InteractionResult : Result
```

+ NetAFAssetsLocations

(NetAFAssetsLocations.html)

NetAFCommands

Constructors

(NetAFCommands.html)

NetAFConversations

InteractionResult(InteractionEffect, Item)

(NetAFConversations.html)

Initializes a new instance of the InteractionResult class.

+ NetAFConversations

Declaration

Instructions

(NetAFConversations.Instruct)

```
public InteractionResult(InteractionEffect effect, Item item)
```

+ NetAFExtensions

(NetAFExtensions.html)

Parameters

+ NetAFInterpretation

Type (NetAFInterpretation.html)

InteractionEffect (NetAFAssetsInteractionInteractionEffect.html)

Name

Description

effect

The effect of this interaction.

+ NetAFLogic

Item (NetAFAssetsItem.html)

(NetAFLogic.html)

item

The item used in this interaction.

+ NetAFRendering

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

```
public InteractionResult(InteractionEffect effect, Item item, string descriptionOfEffect)
  (NetAF.Assets.Interaction.html)
```

NetAF.Assets.Interaction

Parameters

Type	Name	Description
Condition <small>(NetAF.Assets.Interaction.Condition.html)</small>	effect	The effect of this interaction.
Item <small>(NetAF.Assets.Item.html)</small>	item	The item used in this interaction.
string <small>(https://learn.microsoft.com/dotnet/api/system.string)</small>	descriptionOfEffect	A description of the effect.

Properties

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

ReactionResult

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

NetAF.Assets.Locations

Effect
(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

Effect
(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Effect
(NetAF.Conversations.html)

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

+ NetAF.Conversations

Instructions

Effect
(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Get the item used in the interaction.

Effect
(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

Effect
(NetAF.Interpretation.html)

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

+ NetAF.Logic

Effect
(NetAF.Logic.html)

+ NetAF.Rendering

Effect
(NetAF.Rendering.html)

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

▼

NetAF.Assets.Characteristics

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

Condition
[\(NetAF.Assets.Interaction.Condition.html\)](#)
 IInteractWithItem
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
 InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
 InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
 InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
 Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
 ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 Result
[\(NetAF.Assets.Interaction.Result.html\)](#)

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

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

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

- + **NetAF.Rendering**

Class Reaction

Represents a reaction.

Filter by title

Inheritance

- NetAF.Assets.Interaction

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

↳ Reaction
Condition

Inherited Members

(NetAF.Assets.Interaction.Condition)

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>)

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: NetAF.dll

ReactionResult

Syntax

(NetAF.Assets.Interaction.Reaction)

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Constructors

+ NetAF.Commands

(NetAF.Commands.html)

Reaction(ReactionResult, string)

+ NetAF.Conversations

Initializes a new instance of the Reaction class.

(NetAF.Conversations.html)

Declarations

+ NetAF.Conversations.

Instructions

public Reaction(ReactionResult result, string description)

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

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

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

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Properties

Description

Get a description of the result.

Declaration

- NetAF.Assets.Interaction

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

Condition

Property Value

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

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

(NetAF.Assets.Interaction.InteractionResult.html)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

Result

InteractionResult

Get the result.

Reaction

Declaration

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

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

Result

(NetAF.Assets.Interaction.Result.html)

Property Value

+ NetAF.Assets.Locations

Type

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

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

Description

Enum ReactionResult

Enumeration of reaction results.

 Filter by title

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

AssemblyNameInteraction.html

Syntax Condition

```
(NetAF.Assets.Interaction.Condition  
public IInteractionResult  
IInteraction  
(NetAF.Assets.Interaction.IInteraction  
InteractionCallback  
(NetAF.Assets.Interaction.IInteraction  
InteractionEffect  
IInteraction
```

Fields

Name	Description
Error	Reaction Error. (NetAF.Assets.Interaction.Reaction)
Fatal	A reaction that has a fatal effect on the player. ReactionResult (NetAF.Assets.Interaction.Reaction)
Internal	An internal reaction. Result
OK	OK (NetAF.Assets.Interaction.Result.html)

+ NetAE.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAE.Commands

(NetAE.Commands.html)

+ NetAE Conversations

(NetAE.Conversations.html)

† NetAE Conversations

Instructions

(NetAE Conversations Instruct

+ NetAE Extensions

(NetAE-Extensions.html)

+ NetAE Interpretation

(NetAE Interpretation.html)

± NetAEI logic

(NetAELogic.html)

+ NetAE Rendering

(NetAERendering.html)

Class Result

Represents a result.

Filter by title

Inheritance

NetAF.Assets.Interaction

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

↳ [Result](#)

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

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

Inherited Members

InteractionCallback

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)))

InteractionEffect

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

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

NetAF.Conversations

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

Result

Instructions

Initializes a new instance of the Result class.

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

Declaration

+ NetAF.Extensions

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

protected Result()

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

... -- . -

Get the description.

Declaration

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



Property Value

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

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

... -- . -

Namespace NetAF.Assets.Locations

Classes

▼ Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

Represents an exit from a GameLocation.
+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

Matrix (NetAF.Assets.Locations.Matrix.html)

+ NetAF.Assets.Interaction

Provides a 3D matrix of rooms.

(NetAF.Assets.Interaction.htm

- NetAF.Assets.Locations

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Assets.Locations.htm)

Represents an entire overworld.

Direction

(NetAF.Assets.Locations.Direction.

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

(NetAF.Assets.Locations.Exit.html)

Represents a region.

Matrix

(NetAF.Assets.Locations.Matrix.htm

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

(NetAF.Assets.Locations.Overworld.htm

Represents a room

Region

(NetAF.Assets.Locations.Region.htm

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

(NetAF.Assets.Locations.Room.htm

Represents a room position.

RoomPosition

(NetAF.Assets.Locations.RoomPos

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

(NetAF.Assets.Locations.ViewPoin

Represents a view point from a room.

+ NetAF.Commands

(NetAFCommands.html)

ENUMS

+ NetAF.Conversations

(NetAFConversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enum Direction

Enumeration of directions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax
(NetAF.Assets.Characters.htm)

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Fields

(NetAF.Assets.Locations.Direction.htm)

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

Extension Methods

(NetAF.Assets.Locations.ViewPoint.htm)

DirectionExtensions.Inverse(Direction)

+ NetAF.Commands

(NetAF.Extensions.DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction__)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

Implements

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

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

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

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

Exit
ExaminableObject.Examination
([NetAF.Assets.ExaminableObject.Exit.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)
Matrix
ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)
([NetAF.Assets.Locations.Matrix.html](#))
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)
Overworld
ExaminableObject.Description
([NetAF.Assets.Locations.Overworld.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)
Region
ExaminableObject.Commands
([NetAF.Assets.Locations.Region.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)
Room
ExaminableObject.Attributes
([NetAF.Assets.Locations.Room.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)
RoomPosition
ExaminableObject.Examine(ExaminationScene)
([NetAF.Assets.Locations.RoomPos.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination)
ViewPoint
Scene
([NetAF.Assets.Locations.ViewPoint.html](#))
ExaminableObject.IsPlayerVisible
ExaminableObject.Equals(object) ([NetAF_Assets_ExaminableObject_IsPlayerVisible.html](#))
[\(NetAF.Commands.html\)](#)

+ NetAF.Commands

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

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

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

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

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

Assembly External

NetAF.Extensions

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

+ NetAF.Interpretation

public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IInteractW
ithItem
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

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

Constructors

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration
+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

- NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

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

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

Identifier (NetAF.Assets.Identifier.html)

Matrix
Description (NetAF.Assets.Description.html)
(NetAF.Assets.Locations.Matrix.htm

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

Overworld

(NetAF.Assets.Locations.Overworld)

Region

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

Room

(NetAF.Assets.Locations.Room.html)

Direction

RoomPosition

(NetAF.Assets.Locations.RoomPos)

Get the direction of the exit.

ViewPoint

Declaration
NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

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

(NetAF.Commands.html)

NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

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

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Get or set the interaction.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

InteractionCallback Interaction { get; set; }

(NetAF.Logic.html)

Description

Property Value

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

IsLocked

+ NetAF.Assets.Characters

Get if this is locked.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
public bool IsLocked { get; }

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type	Description
NetAF.Assets.Locations.Direction.	

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

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Interact With an Item:

RoomPosition

Declaration

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type	Name	Description
NetAF.Conversations	item	The item to interact with.

+ NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct.html)

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

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

LOCK()

(NetAF.Interpretation.html)

Lock this exit.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

```
public void Lock()
```

Unlock()

Unlock this exit.

+ **NetAF.Assets.Unchar**

ters

(NetAF.Assets.Characters.htm

+ **NetAF.Assets.Interaction**

public void Unlock()

(NetAF.Assets.Interaction.html

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.Locations.Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Exit

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

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.htm

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Interaction**

↳ Matrix

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

Inherited Members

- **NetAF.Assets.Locations**

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

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

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

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

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

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

Overload

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

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

Assembly: NetAF.dll

Region

Syntax

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

Room

public sealed class Matrix ([NetAF.Assets.Locations.Room.html](#))

RoomPosition

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

ViewPoint

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

Constructors

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

+ **NetAF.Commands**

Matrix(Room[,])

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

Initializes a new instance of the Matrix class.

+ **NetAF.Conversations**

Declaration

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

+ **NetAF.Conversations.**

public Matrix(Room[, ,] rooms)

Instructions

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

Parameters

+ **NetAF.Extensions**

Type

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

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Name	Description
rooms	The rooms to be represented.

Depth

Get the depth of the matrix.

Declaration

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

(NetAF.Assets.Characters.html)

Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Height

Direction

(NetAF.Assets.Locations.Direction.html)

Get **Exit** height of the matrix.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.html)

public int Height { get; }

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Property Value

Type

Room

(NetAF.Assets.Locations.Room.html)

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

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

this[int,int]

(NetAF.Assets.Locations.ViewPoint.html)

NetAF.Commands

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html)

int [int,int,int] { get; }

+ **NetAF.Conversations.**

Parameters

Instructions

Type

(NetAF.Conversations.Instruct)

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

Name

Description

x

The x position.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

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

y

The y position.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

z

The z position.

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Room (<https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html>)

Description

The room.

Width

Get the width of the matrix.

Declaration

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

(NetAF.Assets.Characters.html)

Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Methods

Exit

(NetAF.Assets.Locations.Exit.html)

ToRooms()

(NetAF.Assets.Locations.Matrix.html)

Return this matrix as a one dimensional array of rooms.

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

public Room[] ToRooms()

Room

(NetAF.Assets.Locations.Room.html)

Return RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Type

ViewPoint

Room[] ([NET ASSETS LOCATIONS ROOM](#))

Description

The rooms, as a one dimensional array.

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

+ **NetAFAssetsInteraction**

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

- **NetAFAssetsLocations**

Implements
[\(NetAFAssetsLocations.html\)](#)

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

IDirection
↳ [Direction](#) ([NetAFAssets.Direction.html](#))
IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))

Inherited Members

↳ [\(NetAFAssetsLocations.Exit.html\)](#)

ExaminableObject.Examination

↳ [Matrix](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))

↳ [\(NetAFAssetsLocations.Matrix.html\)](#)

ExaminableObject.ToString() ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))
↳ [Overworld](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

ExaminableObject.Identifier ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

↳ [\(NetAFAssetsLocations.Overworld.html\)](#)

ExaminableObject.Description

↳ [Region](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](#))

↳ [\(NetAFAssetsLocations.Region.html\)](#)

ExaminableObject.Commands

↳ [Room](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](#))

↳ [\(NetAFAssetsLocations.Room.html\)](#)

ExaminableObject.Attributes

↳ [RoomPosition](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes](#))

↳ [\(NetAFAssetsLocations.RoomPosition.html\)](#)

ExaminableObject.IsPlayerVisible

↳ [ViewPoint](#) ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible](#))

↳ [\(NetAFAssetsLocations.ViewPoint.html\)](#)

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

+ **NetAFCommands**

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

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>)

+ **NetAFConversations**.

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

Instructions

Assembly: NetAF.dll

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

Syntax

+ **NetAFExtensions**

[\(NetAFExtensions.html\)](#) Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **NetAFInterpretation**

[\(NetAFInterpretation.html\)](#)

Constructors

+ **NetAFLogic**

[\(NetAFLogic.html\)](#)

Overworld(Identifier, Description)

+ **NetAFRendering**

[\(NetAFRendering.html\)](#)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>identifier</i>	The identifier for this overworld.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>description</i>	A description of this overworld.

Direction

Overworld(string, string)

Exit

Initializes a new instance of the overworld class.

Matrix
Declaration

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

Overworld

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

Region

Parameters

Room

Type	Name	Description
+ NetAF.Assets.Locations.Room (NetAF.Assets.Locations.Room.html)	<i>identifier</i>	The identifier for this overworld.
- NetAF.Assets.Locations.RoomPosition (NetAF.Assets.Locations.RoomPos.html)	<i>description</i>	A description of this overworld.

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

+ [NetAF.Commands](#)

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

+ [NetAF.Conversations](#)

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

+ [NetAF.Conversations](#).

Get the current region.

Instructions

Declaration

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

+ [NetAF.Extensions](#)

```
public Region CurrentRegion { get; }
```

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

+ [NetAF.Interpretation](#)

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

Type

Description

+ [NetAF.Logic](#)

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

+ [NetAF.Rendering](#)

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

Regions

Get the regions in this overworld.

Declaration

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

NetAF/Assets/Interaction

Type	Description
- Region (NetAF/Assets/Locations/Region.html) (NetAF/Assets/Locations.html)	

Direction

(NetAF/Assets/Locations.Direction.html)

Methods

(NetAF/Assets/Locations.Exit.html)

Matrix

AddRegion(Region)

Overworld

Add a region to this overworld.

(NetAF/Assets/Locations/Overworld.html)

Region

Declaration

(NetAF/Assets/Locations/Region.html)

Room

```
public void AddRegion(Region region)
```

(NetAF/Assets/Locations/Room.html)

RoomPosition

Parameters

(NetAF/Assets/Locations/RoomPos.html)

ViewPoint

Type

(NetAF/Assets/Locations/ViewPoint.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

NetAF/Conversations

Examine(ExaminationScene)

(NetAF.Conversations.html)

Examine this object.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ExaminationScene

+ NetAF.Logic

(NetAF.Logic.ExaminationScene.html)

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
	scene	The scene this object is being examined from.

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

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

+ NetAF.Assets.Interaction
Scene_

(NetAF.Assets.Interaction.html)

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

Find a region.
Direction

Declaration
NetAF.Assets.Locations.Direction.

Exit

public bool FindRegion(string regionName, out Region region)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
Region		
string (NetAF.Assets.Locations.Region.html)	regionName	The regions name.

Type	Name	Description
Room (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.Room.html)	region	The region.

RoomPosition

Returns
(NetAF.Assets.Locations.RoomPos

Type	Description
viewPoint (NetAF.Assets.Locations.ViewPoin bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the region was found.

+ NetAF.Commands

(NetAF.Commands.html)

Move(Region)

+ NetAF.Conversations

(NetAF.Conversations.html)

Move to a region.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type	Name	Description
NetAF.Interpretation		

Region
(NetAF.Interpretation.html)Region.html)

region The region to move to.

+ NetAF.Logic

Returns

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

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

RemoveRegion(Region)

Remove a region from this overworld.

+ **NetAF.Assets.Interaction**

Declaration

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

- **NetAF.Assets.Locations**

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

Parameters

Type	Name	Description
(NetAF.Assets.Locations.Direction. Exit)	<i>region</i>	The region to remove.

Implements

Overworld

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

IExaminable

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

IPlayerVisible

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

Room

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

RoomPosition

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

ViewPoint

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

Class Region

Represents a region.

Filter by title

Inheritance

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

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

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

- **NetAF.Assets.Locations**

↳ Region

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

Implements

Direction

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

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

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

Exit

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

Matrix

ExaminableObject.Examination

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

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

Overworld

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

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

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

Region

ExaminableObject.Description

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

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

Room

ExaminableObject.Commands

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

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

RoomPosition

ExaminableObject.Attributes

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

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

ViewPoint

ExaminableObject.IsPlayerVisible

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

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

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

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

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

+ [NetAF.Conversations](#)

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

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

+ [NetAF.Conversations](#)

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

Instructions

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

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

Assembly: NetAF.dll

+ [NetAF.Extensions](#)

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

public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

[Constructors](#)

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

+ [NetAF.Rendering](#)

[Region\(Identifier, Description\)](#)

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

... -- . -

Initializes a new instance of the Region class.

Declaration

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

Parameters

Type (NetAF.Assets.Interaction.html)	Name	Description
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	This Regions identifier.
Direction (NetAF.Assets.Locations.html)	<i>description</i>	The description of this Region.

Direction

(NetAF.Assets.Locations.Direction.html)

Region(string, string)

(NetAF.Assets.Locations.Exit.html)

Initializes a new instance of the Region class.

Matrix (NetAF.Assets.Locations.Matrix.html)

Declaration

Overworld

(NetAF.Assets.Locations.Overworld.html)

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

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

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

Name

identifier

Description

This Regions identifier.

ViewPoint (NetAF.Assets.ViewPoint.html)

description

The description of this Region.

+ NetAF.Commands

(NetAF.Commands.html)

Properties

From Conversations

(NetAF.Conversations.html)

Current Room

Instructions

Get the current room.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

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

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

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

Description

+ NetAF.Rendering

(NetAF.Rendering.html)

... -- . -

this[int, int, int]

Get a room at a specified location.

Declaration

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

+ [NetAF.Assets.Interaction](#)

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

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

Properties
Value

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	
Region (NetAF.Assets.Locations.Region.html)	The room.

Rooms

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

RoomPosition

Get the number of rooms region contains.

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

Declaration

ViewPoint

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

+ [NetAF.Commands](#)

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

Property Value

+ [NetAF.Conversations](#)

Type	Description
(NetAF.Conversations.html)	

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

+ [NetAF.Conversations](#).

Instructions

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

VisibleWithoutDiscovery

+ [NetAF.Extensions](#)

Get if the current region is visible without discovery.

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

Declaration

+ [NetAF.Interpretation](#)

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

public bool VisibleWithoutDiscovery { get; set; }

+ [NetAF.Logic](#)

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

Property Value

+ [NetAF.Rendering](#)

Type	Description
(NetAF.Rendering.html)	

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

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.

Declaration

+ [NetAF.Assets.Interaction](#)

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

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

- NetAF.Assets.Locations

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

Parameters

Type	Direction (NetAF.Assets.Direction. RoomExit.html)	Name	Description
RoomExit (NetAF.Assets.Locations.RoomExit.html)	room	The room to add.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position within the region.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position within the region.	
Overworld int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Overworld)	z	The z position within the region.	

Region

Returns
(NetAF.Assets.Locations.Region.h

Type	Room (NetAF.Assets.Locations.Room.htm bool RoomPosition)	Description
	(NetAF.Assets.Locations.RoomPos ViewPoint (NetAF.Assets.Locations.ViewPoin	

Examine(ExaminationScene)

+ NetAF.Commands

Examine this object.

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

Declaration

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Interpretation

Returns

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

Type

+ NetAF.Logic

ExaminationResult

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

(NetAF.Assets.ExaminationResult.html)

Description

A ExaminationResult detailing the examination of this object.

+ NetAF.Rendering

Overlays

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

... -- . -

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

GetAdjoiningRoom(Direction)

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

public Room GetAdjoiningRoom(Direction direction)
(NetAF.Assets.Locations.html)

Direction
Parameters
(NetAF.Assets.Locations.Direction.)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	direction	The direction of the adjoining Room.

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld
(NetAF.Assets.Locations.Overworld.html)

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

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

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

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

Declaration

+ NetAF.Commands

(NetAF.Commands.html) Room(Room direction, Room room)

+ NetAF.Conversations

Parameters
(NetAF.Conversations.html)

Type	Name	Description
NetAF.Conversations.		
Instructions (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining room.

(NetAF.Conversations.Instruct.html)

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

Reference
(NetAF.Assets.Locations.Room.html)

Declaration

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type
(NetAF.Interpretation.html)

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

Declaration

+ NetAF.Interpretation

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

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

GetPositionOfRoom(Room)

+ NetAF.Rendering

Get the position of a room
(NetAF.Rendering.html)

... -- . -

Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Interaction.html)	room	The room.

NetAF.Assets.Locations

Type	Description
Direction RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Assets.Direction.html)	The position of the room.

Exit

(NetAF.Assets.Locations.Exit.html)

JumpToRoom(int, int, int)

(NetAF.Assets.Locations.Matrix.html)

Jump to a room.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

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

+ NetAF.Conversations

Return

(NetAF.Conversations.html)

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

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Move(Direction)

(NetAF.Extensions.html)

Move in a direction.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

...

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

Returns

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

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

Set the room to start in.

Declaration
Exit

(NetAF.Assets.Locations.Exit.html)

public void SetStartRoom(Room room)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

SetStartRoom(int, int, int) (NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Set the room to start in.
(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instruct.html)	<i>x</i>	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html)	<i>y</i>	The y position.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ToMatrix()

+ NetAF.Logic

Get this region as a 3D matrix of rooms.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

...

```
public Matrix ToMatrix()
```

Returns

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

(NetAF.Assets.Interaction.html)

[NetAF.Assets.Locations](#)

UnlockDoorPair(Direction)

(NetAF.Assets.Locations.html)

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

Direction

Declaration

Exit

```
public bool UnlockDoorPair(Direction direction)
```

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
(NetAF.Assets.Locations.Overworld)		
Region		

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

direction

The direction to unlock in.

Room

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

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition)	

RoomPosition

(NetAF.Assets.Locations.RoomPosition)

Description

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

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

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Implements

(NetAF.Commands.html)

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

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

... -- - . . -

Class Room

Represents a room

Filter by title

Inheritance

[NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

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

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

- **NetAF.Assets.Locations**

↳ Room

(NetAF.Assets.Locations.html)

Implements

Direction

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

↳ NetAF.Assets.Direction

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

↳ Exit

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

↳ NetAF.Assets.Locations.Exit

Inherited Members

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

ExaminableObject.Examination

↳ Overworld

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

↳ NetAF.Assets.Locations.Overworld

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

Region

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

↳ NetAF.Assets.Locations.Region

ExaminableObject.Description

Room

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

↳ NetAF.Assets.Locations.Room

ExaminableObject.Commands

RoomPosition

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

↳ NetAF.Assets.Locations.RoomPos

ExaminableObject.Attributes

ViewPoint

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

↳ NetAF.Assets.Locations.ViewPoin

ExaminableObject.IsPlayerVisible

[\(NetAF.ExamitableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible\)](#)

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

+ **NetAF.Conversations**

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

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

+ **NetAF.Conversations**

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

Instructions

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

(NetAF.Conversations.Instruct

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

↳ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

public sealed class Room : ExaminableObject, IExaminable, IPlayerVisible, IIInteractW
IInteractW

(NetAF.Interpretation.html)

+ **NetAF.Logic**

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

Constructors

+ [NetAF.Rendering](#)

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

... -- . -

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

Declaration

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

+ **NetAF.Assets.Interaction**

Parameters
(NetAF.Assets.Interaction.html)

Type	Name	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>identifier</i>	This rooms identifier.
Direction Description (NetAF.Assets.Description.html) (NetAF.Assets.Direction. Exit (NetAF.Assets.Locations.Exit.html))	<i>description</i>	This rooms description.
 (NetAF.Assets.Locations.Exit.html) Matrix (NetAF.Assets.Locations.Matrix.htm Overworld	<i>exits</i>	The exits from this room.

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

Initializes a new instance of the Room class.
Region

Declaration
(NetAF.Assets.Locations.Region.h

Room

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

RoomPosition

(NetAF.Assets.Locations.RoomPos
ViewPoint

Parameters
(NetAF.Assets.Locations.ViewPoin

Type	Name	Description
NetAF.Commands Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	This rooms identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	This rooms description.
NetAF.Conversations Exit (NetAF.Conversations.Exit.html))	<i>exits</i>	The exits from this room.
 Item (NetAF.Assets.Item.html))	<i>items</i>	The items in this room.

Instructions

(NetAF.Conversations.Instruct

Room(string, string, params Exit[])

Initializes a new instance of the Room class.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

+ **NetAF.Logic**

(NetAF.Logic.html)

Parameters

+ **NetAF.Rendering**

(NetAF.Rendering.html)

...

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	<i>exits</i>	The exits from this room.

+ **NetAF.Assets.Interaction**

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

- **NetAF.Assets.Locations**

Initializes a new instance of the Room class.

(NetAF.Assets.Locations.html)

Declaration

Direction

(NetAF.Assets.Locations.Direction.

```
public Room(string identifier, string description, Exit[] exits = null, params Item
[])
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

(NetAF.Assets.Locations.Matrix.htr

Parameters

Overworld

Type (NetAF.Assets.Locations.Overworld)

Region

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

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

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

RoomPosition

Item (NetAF.Assets.Items.html)

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoint

+ **NetAF.Commands**

Properties

(NetAF.Commands.html)

+ **NetAF.Conversations**

Characters

(NetAF.Conversations.html)

Get the characters in this Room.

+ **NetAF.Conversations.**

Instructions

Declaration

(NetAF.Conversations.Instruct

```
+ public NonPlayableCharacter[] Characters { get; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type (NetAF.Interpretation.html)

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

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

EnteredFrom

(NetAF.Rendering.html)

... -- . -

Get which direction this Room was entered from.

Declaration

```
public Direction? EnteredFrom { get; }
```



Property Value

Type	Description
(NetAF.Assets.Interaction.html)	Direction (NetAF.Assets.Locations.Direction.html)?

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

 Direction

Exits

(NetAF.Assets.Locations.Direction.

 Exit

Get the exits.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld[] Exits { get; }

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

(NetAF.Assets.Locations.Room.htm

Exit (NetAF.Assets.Locations.Exit.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

HasBeenVisited

+ **NetAF.Commands**

Get if this location has been visited.

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html)

 public bool HasBeenVisited { get; }

+ **NetAF.Conversations.**

 Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

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

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Interaction

(NetAF.Interpretation.html)

Get or set the interaction.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

 public InteractionCallback Interaction { get; set; }

(NetAF.Rendering.html)

...

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

Methods

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

AddCharacter(NonPlayableCharacter)

- [NetAF.Assets.Locations](#)

AddCharacter (NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.

Exit

```
public void AddCharacter(NonPlayableCharacter character)
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type Overworld

(NetAF.Assets.Locations.Overworld)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

character

The character to add.

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

Add an exit to this room.

(NetAF.Assets.Locations.ViewPoint

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Name

Description

Instructions

Exit (NetAF.Assets.Locations.Exit.html)

exit

The exit to add.

+ NetAF.Extensions

AddItem (Item)

(NetAF.Extensions.html)

Add an item to the location

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

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

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

...

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

CanMove(Direction)

Test if a move is possible.

(NetAF.Assets.Interaction.html)

Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

Parameters

Exit

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

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

(NetAF.Assets.Locations.Matrix.htm

Overworld

Returns (NetAF.Assets.Locations.Overworld)

Type	Description
Region (NetAF.Assets.Locations.Region.html)	If a move in the specified direction is possible.

(NetAF.Assets.Locations.Room.htm

RoomPosition

ContainsCharacter(NonPlayableCharacter, bool)

ViewPoint

Get if this Room contains a character.

(NetAF.Assets.Locations.ViewPoin

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleC

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instructions (NetAF.Conversations.Instruct		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharact	character	The character.
er.html) (NetAF.Extensions.html)		

+ NetAF.Interpretation

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

includeInvisibleCharacters

Specify if invisible characters
should be included.

+ NetAF.Logic

Returns (NetAF.Logic.html)

Type	Description
Rendering (NetAF.Rendering.html)	True if the item is in this room, else false.

... -- - . - - -

ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

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

(NetAF.Assets.Interaction.html)

Parameters

- **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

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

bool
(NetAF.Assets.Locations.Exit.html)

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

Overworld
(NetAF.Assets.Locations.Overworld)

Returns

Region

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

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

RoomPosition

(NetAF.Assets.Locations.RoomPos

ContainsExit(Direction, bool)

(NetAF.Assets.ViewPoint.html)

Get if this Room contains an exit.

+ **NetAF.Commands**

Declaration

(NetAF.Commands.html)

+ **NetAF.Conversations**

ContainsExit(Direction direction, bool includeInvisibleExits = false)

(NetAF.Conversations.html)

Returns

+

NetAF.Conversations.

Type
(NetAF.Conversations.Instruct

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

Name

direction

Description

The direction of the exit to check for.

+ **NetAF.Extensions**

bool

(NetAF.Extensions.html)

includeInvisibleExits

Specify if invisible exits should be included.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Returns

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

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

Description

True if the exit exists, else false.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

... -- . -

ContainsExit(bool)

Get if this Room contains an exit.

Declaration

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

+ [NetAF.Assets.Interaction](#)

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

Type	Name	Description
NetAF.Assets.Locations		

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

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

Exit

Returns
[\(NetAF.Assets.Locations.Exit.html\)](#)

Type Matrix

([NetAF.Assets.Locations.Matrix.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Assets.Locations.Overworld.OverworldRegion.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))

ContainsInteractionTarget(string)

Get if this Room contains an interaction target.

RoomPosition

Declaration
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type	Name	Description
NetAF.Conversations		

s([NetAF.Conversations.html](#))

(<https://learn.microsoft.com/dotnet/api/system.string>)

targetName

The name of the target to check for.

+ NetAF.Conversations.

Returns

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the target is in this room, else false.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

ContainsItem(item)

[\(NetAF.Interpretation.html\)](#)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

...

```
public bool ContainsItem(Item item)
```

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) ↳ NetAF.Assets.Interaction	item	The item to check for.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Direction	True if the item is in this room, else false.

(NetAF.Assets.Locations.Direction.

Exit

ContainsItem(string, bool)

Matrix
Get if this Room contains an item

(NetAF.Assets.Locations.Matrix.html)
Overworld

Declaration
(NetAF.Assets.Locations.Overworld)

Region
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
(NetAF.Assets.Locations.Region.html)

Room

Para
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	itemName	The item name to check for.
string viewPoint (NetAF.Assets.Locations.RoomPosition.html)	includeInvisibleItems	Specify if invisible items should be included.

+ NetAF.Commands

bool
(NetAF.Commands.html)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type	Instructions	Description
(NetAF.Conversations.Instruction.html)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

Examine(ExaminationScene)

↳ NetAF.Interpretation

(NetAF.Interpretation.html)

Handles examination scene

DeNetAF.Logic

(NetAF.Logic.html)

public override ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

- NetAF.Assets.Locations

Overrides

(NetAF.Assets.Locations.html)

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

FindCharacter(string, out NonPlayableCharacter)

(NetAF.Assets.Locations.Matrix.html)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

Declaration

Region

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RegionPosition

Type	Name	Description
ViewPoint string (https://learn.microsoft.com/dotnet/api/system.string)	characterName	The character.
+ NetAF.Commands	character	The character name.

+ NetAF.Conversations

Returns

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Instructions

(NetAF.Conversations.Instruct

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Extensions.html)

Find a character.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic FindCharacter(string characterName, out NonPlayableCharacter character, bool includeInvisibleCharacters)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

... -- . -

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character name.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	<i>character</i>	The character.
bool NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Direction

Returns [NetAF.Assets.Locations.Direction](#).

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character was found.

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld

Region
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition

FindExit(Direction, bool, out Exit)
Parameters

Find an EXIT:
Room

Declaration
(NetAF.Assets.Locations.Room.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ NetAF.Commands

Type
([NetAF.Commands.html](#))

Direction ([NetAF.Assets.Locations.Direction.html](#))

Name

Description

The exits direction.

+ NetAF.Conversations

bool

([NetAF.Conversations.html](#))

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

includeInvisibleExits

Specify if invisible exists should be included.

+ NetAF.Conversations.

Instructions

Exit ([NetAF.Assets.Locations.Exit.html](#))

([NetAF.Conversations.Instruct](#))

exit

The exit.

Returns

+ NetAF.Extensions

Type
([NetAF.Extensions.html](#))

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the exit was found.

([NetAF.Interpretation.html](#))

+ NetAF.Logic

FindInteractionTarget(string, out IInteractWithItem)

([NetAF.Logic.html](#))

Find an interaction target.

+ NetAF.Rendering

Type
([NetAF.Rendering.html](#))

... -- . -

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.
(NetAF.Assets.Interaction.html)	target	The target.

- NetAF.Assets.Locations

Returns

[\(NetAF.Assets.Locations.html\)](#)

Type

Direction

bool

[\(NetAF.Assets.Microsoft.Direction.html\)](#)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

[FindItem\(string, out Item\)](#)

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

bool [FindItem\(string itemName, out Item item\)](#)

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

Parameters

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

Type	Name	Description
ViewPoint		
string	itemName	The items name. This is case insensitive

+ NetAF.Commands

Returns

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type	Description
Instruct	True if the item was found

+ NetAF.Extensions

[FindItem\(string, out Item, bool\)](#)

[\(NetAF.Extensions.html\)](#)

FindItem

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

public bool [FindItem\(string itemName, out Item item, bool includeInvisibleItems\)](#)

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

... -- . -

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
Item (NetAF.Assets.Item.html)	item	The item.
bool (NetAF.Assets.Interaction.html)	includeInvisibleItems	Specify is invisible items should be included.

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Returns

Type	Direction (NetAF.Assets.Direction.html)	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Exit (NetAF.Assets.Direction.Exit.html)	True if the item was found.

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

Get if this room has a visible locked exit in a specified direction.

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

=RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

Parameters

([NetAF.Assets.Locations.ViewPoint.html](#))

Type	Name	Description
+ NetAF.Commands		
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to check.

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Type	includeInvisibleExits	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		Specify if invisible exits should be included.

+ NetAF.Conversations.

Returns

Instructs

Type	Description
(NetAF.Conversations.Instruct.html)	

+ NetAF.Extensions

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If there is a locked exit in the specified direction.

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get if this room has a visible unlocked exit in a specified direction.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

...

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Interaction.html)	direction	The direction to check.
bool - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean?view=learn) (NetAF.Assets.Locations.html)	includeInvisibleExits	Specify if invisible exits should be included.

Direction

Returns [NetAF.Assets.Locations.Direction](#).

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	
boolMatrix (https://learn.microsoft.com/dotnet/api/system.boolean?view=learn)	If there is a unlocked exit in the specified direction.

Overworld

(NetAF.Assets.Locations.Overworld)

Region

Interact(item)
(NetAF.Assets.Locations.Region.html)

Room

Interact With an item.

(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPos)

ViewPointInteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint)

NetAF.Commands

Type	Name	Description
+ NetAF.Conversations item (NetAF.Assets.Item.html) (NetAF.Conversations.html)	item	The item to interact with.

Returns

+ [NetAF.Conversations](#).

Type	Description
(NetAF.Conversations.Instruction.html)	The result of the interaction.

NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

MovedInto(Direction?)

+ [NetAF.Interpretation](#)

Has [\(NetAF.Interpretation.html\)](#) location.

NetAF.Logic

[\(NetAF.Logic.html\)](#)

public void MovedInto(Direction? fromDirection)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Parameters

... . . . -

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.
▼		

+ **NetAF.Assets.Interaction**

RemoveCharacter(NonPlayableCharacter)

- **NetAF.Assets.Locations**

Remove a character from the room.

(NetAF.Assets.Locations.html)

Declaration

Direction

(NetAF.Assets.Locations.Direction.

public void RemoveCharacter(NonPlayableCharacter character)

Exit

(NetAF.Assets.Locations.Exit.html)

Parameters

Type
(NetAF.Assets.Locations.Matrix.htr

Overworld

NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayableCharacter.html)

Region
(NetAF.Assets.Locations.Region.ht

Room

(NetAF.Assets.Locations.Room.htm

RemoveExit(Exit)

RoomPosition

(NetAF.Assets.Locations.RoomPos

Remove an exit from the room.

ViewPoint

Declaration
(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

public void RemoveExit(Exit exit)
(NetAF.Commands.html)

+ **NetAF.Conversations**

Parameters
(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

Exit (NetAF.Assets.Locations.Exit.html)

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Extensions.html)

Remove an interaction target from the room.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

public void InteractWithItem RemoveInteractionTarget(IInteractWithItem target)

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

... ... - . . -

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target to remove.

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) (NetAF.Assets.Interaction.html)	The target removed from this room.

- NetAF.Assets.Locations RemoveItem(item) (NetAF.Assets.Locations.html)

Declaration
Remove item from the room.
(NetAF.Assets.Locations.Direction.html)

Parameters
Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to remove.

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition
Specify a conditional description of this room.
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Instructions ConditionalDescription (NetAF.Assets.ConditionalDescription.html)	description	The description of this room. (NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

... -- . -

▼

- **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
 - Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)
 - Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)
 - Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)
 - Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)
 - Region
[\(NetAF.Assets.Locations.Region.html\)](#)
 - Room
[\(NetAF.Assets.Locations.Room.html\)](#)
 - RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)
 - ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF Assets Interaction.html](#))

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ RoomPosition

- **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

object [Equals](#)(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ NetAF.Assets.Direction.

object [Equals](#)(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object [GetHashCode](#)() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object [GetType](#) () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object [MemberwiseClone](#)() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object [ReferenceEquals](#)(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object [ToString](#)() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Assets Locations Region.html](#))
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Room

Assembly: NetAF.dll

([NetAF.Assets.Locations.Room.html](#))

Syntax

RoomPosition

([NetAF.Assets.Locations.RoomPos](#)

public class RoomPosition

([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

CONSTRUCTORS

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

RoomPosition(Room, int, int)

([NetAF Conversations.html](#))
Inherits: [Room](#) from the RoomPosition class.

Instructions

Declaration

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

Type

([NetAF.Interpretation.html](#))

Name

Description

Room ([NetAF Assets Locations Room.html](#))

room

The room/

+ **NetAF.Logic**

([NetAF Logic.html](#))

x

The x position of the room.

+ **NetAF.Rendering**

([NetAF Rendering.html](#))

y

The y position of the room.

([NetAF Rendering.html](#))

z

The z position of the room.

Properties

Room

Get the room.



Declaration

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#)
public Room Room { get; }

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Property Value

Type	Direction	Description
X	(NetAF.Assets.Direction. Room)(NetAF.Assets.Locations.Room.html) (NetAF.Assets.Direction.html) Matrix Overworld	Get the X position of the room. Get the Y position of the room. Get the Z position of the room.

Declaration

([NetAF.Assets.Locations.html](#))

Room

public [NetAF.Assets.Locations.Room](#) Room;

RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

Property Value

Type	Description
X	(NetAF.Assets.ViewPoint) (NetAF.Assets.ViewPoint.html)

ViewPoint

([NetAF.Assets.ViewPoint.html](#))

Type

Type	Description
X	(NetAF.Commands.html)

[NetAF.Commands](#)

([NetAF.Commands.html](#))

+ NetAF.Conversations

Y
([NetAF.Conversations.html](#))

Get the Y position of the room.

+ [NetAF.Conversations](#).

Declarations

([NetAF.Conversations.Instruction.html](#))

public int Y { get; }

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Property Value

+ NetAF.Interpretation

Type
([NetAF.Interpretation.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Logic

([NetAF.Logic.html](#))

NetAF.Rendering

([NetAF.Rendering.html](#))

Get the Z position of the room.

...

Description

Declaration

```
public int Z { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Interaction.html)	

- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

Methods

- **Direction**
(NetAF.Assets.Locations.Direction.
Exit
[IsAtPosition\(int, int, int\)](#)
(NetAF.Assets.Locations.Exit.html)
- **Matrix**
Get if this RoomPosition is at a position.
(NetAF.Assets.Locations.Matrix.htm

Declaration

Overworld
(NetAF.Assets.Locations.Overworld.
Region bool IsAtPosition(int x, int y, int z)
(NetAF.Assets.Locations.Region.htm

Room
Parameters
(NetAF.Assets.Locations.Room.htm

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPos int (https://learn.microsoft.com/dotnet/api/system.int32) viewPoint	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) (NetAF.Commands.html)	z	The Z position.

Returns

+ NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	True if this is at the position, else false.

Instructions

(NetAF.Conversations.Instruct

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

... -- . -

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

[\(NetAF.Assets.Interaction.html\)](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ViewPoint](#)

- **NetAF.Assets.Locations**

Inherited Members

[\(NetAF.Assets.Locations.html\)](#)

[Object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[Object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object-object)))

[Object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[Object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[Object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[Object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Region

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)
Assembly: NetAF.dll
Room

Syntax

[\(NetAF.Assets.Locations.Room.htm\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.htm\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.htm\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

↳ [NetAF.Conversations](#).

Instructions

Declaration

[\(NetAF.Conversations.Instruct.htm\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

↳ [Bool](#) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[AnyNotVisited](#)

[\(NetAF.Rendering.html\)](#)

... . . . -

Type	Description
Bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
(NetAF.Assets.Interaction.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

- [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

Direction
[AnyVisited](#)
(NetAF.Assets.Direction.

Exit
Get if there is a view in any direction.
(NetAF.Assets.Direction.Exit.html)

Declaration

```
public Room
```

```
public bool AnyVisited { get; }
```

```
(NetAF.Assets.Direction.Overworld)
```

Region
Property Value
(NetAF.Assets.Direction.Region.html)

Type	Description
Room (NetAF.Assets.Direction.Room.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) RoomPosition	

```
(NetAF.Assets.Direction.RoomPosition)
```

ViewPoint

[this\[Direction\]](#)
(NetAF.Assets.Direction.ViewPoint)

+ [NetAF.Commands](#)

Get the room that lies in a specified direction.

[\(NetAF.Commands.html\)](#)

Declaration

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

```
public ROOM THIS[Direction] direction] { get; }
```

+ [NetAF.Conversations.](#)

Parameters

[Instructions](#)

Type	Name	Description
Direction (NetAF.Assets.Direction.html)	<i>direction</i>	The direction to check.

Property Value

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Room ([NetAF.Assets.Room.html](#))

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[NoView](#)

[\(NetAF.Rendering.html\)](#)

...

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```



Property Value

Type	Description
(NetAF.Assets.Interaction.html)	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Methods

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Create(Region)

(NetAF.Assets.Locations.Matrix.html)

Create a new ViewPoint.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public static ViewPoint Create(Region region)
```

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Parameters

(NetAF.Assets.Locations.RoomPosition.html)

Type

ViewPoint

Name

Description

(NetAF.Assets.Locations.ViewPoint.html)	region	The region to create the view point from.
---	--------	---

+ **NetAF.Commands**

Returns

(NetAF.Commands.html)

Type

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Description

The view point.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

... -- . -

Namespace NetAF.Commands

Classes

Filter by title

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

- NetAF.Commands

(NetAF.Commands.html)

Delegates

CustomCommand

(NetAF.Commands.CustomCommand.html)

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

(NetAF.Commands.CustomCommandCallback.html)

Provides a callback for custom commands.

ICommand

(NetAF.Commands.ICommand.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

[\(NetAF.Assets.Attributes.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

Implements

[ICustomCommand](#) ([CustomCommand.html](#))

IPlayerVisible ([IPlayerVisible.html](#))

[\(NetAF.Assets.Interaction.html\)](#)

Inherited Members

+ [NetAF.Assets.Locations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

[NetAF.Commands](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: [NetAF.Commands](#) ([Commands.html](#)) ([NetAF.Commands.html](#))

Assembly: NetAF.dll

+ [NetAF.Conversations](#)

Syntax

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#)

public class CustomCommand : ICommand, IPlayerVisible

Instructions

[\(NetAF.Conversations.Instruct](#)

Constructors

[\(NetAF.Extensions.html\)](#)

CustomCommand(CommandHelp, bool, CustomCommandCallback)

[\(NetAF.Interpretation.html\)](#)

Initializes a new instance of the CustomCommand class.

+ [NetAF.Logic](#)

Declaration

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Parameters

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

- .. - - - - -

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isPlayerVisible</i>	If this is visible to the player.
(NetAF.Assets.Attributes.html) CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)	<i>callback</i>	The callback to invoke when this command is invoked.

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

Get or set the arguments.

[\(NetAF.Commands.html\)](#)

Declaration

CustomCommand

(NetAF.Commands.CustomCommand)

```
public string[] Arguments { get; set; }
```

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

ICommand

Property

Value

(NetAF.Commands.ICommand.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)[]

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

Help

[\(NetAF.Conversations.Instruct.html\)](#)

Get the help for this command.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

public CommandHelp Help { get; }

[\(NetAF.Interpretation.html\)](#)

Properties

NetAF.Logic

[\(NetAF.Logic.html\)](#)

NetAF.Rendering

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

IsPlayerVisible

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set if this is visible to the player.

+ NetAF.Rendering.Frame

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description

Description

```
public bool IsPlayerVisible { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Attributes.html)	

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

Methods

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Invoke(Game)

+ NetAF.Assets.Locations

Invoke the command.

[\(NetAF.Assets.Locations.html\)](#)

Declaration

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

```
public Reaction Invoke(Game game)  
    CustomCommand
```

[\(NetAF.Commands.CustomCommand.html\)](#)

Parameters

CustomCommandCallback

Type	Name	Description
(NetAF.Commands.CustomCommand.html) ICommand	game	The game to invoke the command on.

+ NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type

+ NetAF.Conversations.

Reaction ([\(NetAF.Assets.Interaction.Reaction.html\)](#))

Instructions

[\(NetAF.Conversations.Instruct](#)

IMPLEMENTATIONS

[\(NetAF.Extensions.html\)](#)

ICommand ([\(NetAF.Commands.ICommand.html\)](#))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Parameters

+ **NetAF.Assets.Locations**

Type

([NetAF.Assets.Locations.html](#))

Game ([NetAF.Logic.Game.html](#))

- **NetAF.Commands**

string

([NetAF.Commands.html](#))

(<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommand

 || (NetAF.Commands.CustomComma

 CustomCommandCallback

Returns

 || (NetAF.Commands.CustomComma

Type Command

 || ([NetAF.Commands.ICommand.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuild](#)

+ **NetAF.Rendering.Frame**

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

↳ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public interface ICommand

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Methods

- **NetAF.Commands**

([NetAF.Commands.html](#))

Invoke(Game)

CustomCommand

Invoke the command.

([NetAF.Commands.CustomCommand.html](#))

CustomCommandCallback

Declaration

([NetAF.Commands.CustomCommand.html](#))

ICommand

Reaction Invoke(Game game)

([NetAF.Commands.ICommand.html](#))

+ **NetAF.Conversations**

Parameters

([NetAF.Conversations.html](#))

Type

Name

Description

+ **NetAF.Conversations.**

Game ([NetAF.Logic.Game.html](#))

Instructions

game

The game to invoke the command on.

([NetAF.Conversations.Instruct.html](#))

Returns

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

- - - - -

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

LogItem (NetAF.Conversations.LogItem.html)

(NetAF.Assets.Location.html)

+ NetAF.Commands

Paragraph (NetAF.Conversations.Paragraph.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Response (NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.h)

Provides a response to a Conversation.

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.h)

Enums

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Participant (NetAF.Conversations.Participant.html)

(NetAF.Conversations.Participant.h)

Enumeration of participants in a conversation.

Participant

(NetAF.Conversations.Participant.html)

Delegates

(NetAF.Conversations.Response.h)

+ NetAF.Conversations.

ConversationActionCallback

Instructions

(NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Conversations.Instruct

Provides a callback that can be used in conversations invoking actions.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Conversation

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

Syntax: `public sealed class Conversation`

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

Constructors

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Conversation(params Paragraph[])

+ **NetAF.Conversations.**

Initializes a new instance of the Conversation class.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

Paragraph (NetAF.Conversations.Paragraph.html)[]

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Properties

+ **NetAF.Rendering.Frame**

Builders

Name	Description
paragraphs	The paragraphs.

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

(NetAF.Assets.Characters.htm)

Property Value

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

LogAF.Commands

(NetAF.Commands.html)

Get the log.

- NetAF.Conversations

Declaration

(NetAF.Conversations.html)

Conversation

```
public LogItem[] Log { get; }
```

(NetAF.Conversations.Conversatio

ConversationActionCallback

Property Value

(NetAF.Conversations.Conversatio

Type

LogItem

(NetAF.Conversations.LogItem.htm

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Get the NetAF.Conversations.Response conversation.

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Property (NetAF.Conversations.Paragraph.html)[]

Description

NetAF.Logic

(NetAF.Logic.html)

Description

Methods

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Assets.Interaction.html)	game	The game.

Returns

+ NetAF.Assets.Locations

Type	Description
NetAF.Assets.Locations.html	The reaction to the line.

(NetAF.Commands.html)

- NetAF.Conversations

Respond(Response, Game)
(NetAF.Conversations.html)

Responds to the conversation.

Declaration

ConversationActionCallback

(NetAF.Conversations.Conversation.html)

```
public Reaction Respond(Response response, Game game)
```

LogItem (NetAF.Conversations.LogItem.html)

Parameters

Type	Name	Description
Participant (NetAF.Conversations.Participant.html)	response	The response.
Response (NetAF.Conversations.Response.html)	game	The game.
Game (NetAF.Logic.Game.html)		

+ NetAF.Conversations.

Returns

Instructions

Type	Description
NetAF.Conversations.Instruct (NetAF.Extensions.Instruction.html)	The reaction to the response.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

```
public delegate void ConversationActionCallback(Game game)
```

+ **NetAF.Commands**

(NetAF.Commands.html)

Parameters

Type	Name	Description
(NetAF.Conversations.html) Game (NetAF.Logic.Game.html) Conversation	game	The game to invoke the callback on.

(NetAF.Conversations.Conversatio

ConversationActionCallback

(NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ LogItem

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

Constructors

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

LogItem(Participant, string)

+ **NetAF.Conversations.**

Initializes a new instance of the LogItem class.

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public LogItem(Participant participant, string line)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

Participant ([NetAF.Conversations.Participant.html](#))

([NetAF.Logic.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

Properties

Line

Get the line.



Declaration

(NetAF.Assets.Characters.htm)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Property Value

+ **NetAF.Assets.Locations**

Type **(NetAF.Assets.Locations.html)**

Description

+ **NetAF.Commands**

(NetAF.Commands.html)

NetAF.Conversations

Participant

(NetAF.Conversations.html)

Get the participant.

Conversation

Declaration

NetAF.Conversations.Conversation

ConversationActionCallback

public Participant Conversation { get; }

LogItem

(NetAF.Conversations.LogItem.html)

Property Value

Paragraph

Type **(NetAF.Conversations.Paragraph.html)**

Description

Participant

Participant **(NetAF.Conversations.Participant.html)**

Response

(NetAF.Conversations.Response.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Paragraph

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

Constructors

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

+ **NetAF.Conversations.**

Instructions

Initializes a new instance of the Paragraph class.

([NetAF.Conversations.Instruction.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstr

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

+ **NetAF.Rendering**

(<https://learn.microsoft.com/dotnet/api/system.string>)

line

Specify the line.

+ **NetAF.Rendering.Frame**

Builders

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	name	Specify the name of the paragraph.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

Paragraph(string ConversationActionCallback, string)

(NetAF.Commands.html)

Initializes a new instance of the Paragraph class.

- NetAF.Conversations

Declaration

(NetAF.Conversations.html)

```
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

(NetAF.Conversations.ConversationActionCallback.html)

ConversationActionCallback

Parameters

(NetAF.Conversations.ConversationActionCallback.html)

Type LogItem

(NetAF.Conversations.LogItem.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Paragraph

(NetAF.Conversations.Paragraph.html)

ConversationActionCallback

Participant

(NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Conversations.Participant.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Response

(NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.html)

Name

Description

line

Specify the line.

action

Specify any action to be carried out with this line.

name

Specify the name of the paragraph.

+ NetAF.Conversations.

Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Instruction.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

(NetAF.Logic.html)

Type

Name

Description

+ NetAF.Rendering

string

(NetAF.Rendering.html)

(https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Rendering.Frame

line

Specify the line.

Builders

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Paragraph(string, string)

+ NetAF.Assets.Locations

Initializes a new instance of the Paragraph class.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

```
public Paragraph(string line, string name = "")
```

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)		
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Conversation.html)	<i>line</i>	Specify the line.

string
(<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.LogItem.html)

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Properties

(NetAF.Conversations.Participant.html)

Response

Action
(NetAF.Conversations.Response.html)

+ NetAF.Conversations

Get or set any action to carry out on this line.

Instructions

Declaration

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

ConversationActionCallback Action { get; set; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Logic.html)

+ NetAF.Rendering

CanRespond

(NetAF.Rendering.html)

Get if a response is possible.

+ NetAF.Rendering.Frame

Builders

Declaration

Description

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html)	

+ NetAF.Assets.Interaction

In [NetAF.Assets.Interaction.html](#)

t NetAF.Assets.Locations

Generates an [Interaction](#). This can be applied to a conversation to direct the conversation after this part.

[\(NetAF.Assets.Locations.html\)](#)

Delegates

[\(NetAF.Commands.html\)](#)

```
public IEndOfParagraphInstruction Instruction { get; }
```

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

Conversation

Type	Description
(NetAF.Conversations.Conversation.html) IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) (NetAF.Conversations.Conversation.html)	

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Line

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Get or set the line.

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

```
public string Line { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruction.html\)](#)

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Get the frame.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Property Value

[Builders](#)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get the response. Change applicable to the last line.

[\(NetAF.Assets.Characters.html\)](#)

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

```
public Response[] Responses { get; set; }
```

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Property Value

+ NetAF.Commands

Type

[\(NetAF.Commands.html\)](#)

Response ([NetAF.Conversations.Response.html](#))[]

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

Description

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

public enum Participant
(NetAF.Commands.html)

- **NetAF.Conversations**

(NetAF.Conversations.html)

Fields

Name	Description
Conversation	(NetAF.Conversations.Conversation.h)
ConversationActionCallback	(NetAF.Conversations.ConversationActionCallback.h)
Other	Any other participant.
LogItem	(NetAF.Conversations.LogItem.h)
Player	The player.

Paragraph
(NetAF.Conversations.Paragraph.h)
Participant
(NetAF.Conversations.Participant.h)
Response
(NetAF.Conversations.Response.h)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
(NetAF.Assets.Characters.htm string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>line</i>	The line to trigger this response.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands

(NetAF.Commands.html)

Properties

(NetAF.Conversations.html)

Conversation

Instruction

(NetAF.Conversations.ConversationActionCallback)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

LogItem

Declaration
(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html) **Instruction { get; }**

Participant

(NetAF.Conversations.Participant.html)

Property Value

Response

Type **(NetAF.Conversations.Response.html)**

Description

+ NetAF.Conversations

(NetAF.Conversations.IEndOfParagraphInstruction.html)

Instructions

(NetAF.Conversations.Instruction.html)

Line

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the line.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ public string Line { get; }

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

Type **(https://learn.microsoft.com/dotnet/api/system.string)**

Description

+ NetAF.Rendering.Frame

Builders

▼

(NetAF.Assets.Characters.htm

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

- **NetAF.Conversations**

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversatio

ConversationActionCallback

(NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

ByCallback ([NetAF.Conversations.Instructions.ByCallback.html](#))

+ **NetAF.Assets.Locations**

An end of paragraph instruction that shifts paragraphs based on a callback.

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

First ([NetAF.Conversations.Instructions.First.html](#))

([NetAF.Commands.html](#))

An end of paragraph instruction that shifts paragraphs to the start.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

- **NetAF.Conversations**.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Instructions

([NetAF.Conversations.Instruct](#)

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

ByCallback

An end of paragraph instruction that shifts paragraphs based on a delta.

First

([NetAF.Conversations.Instructions.](#)

Last ([NetAF.Conversations.Instructions.Last.html](#))

GoTo

An end of paragraph instruction that shifts paragraphs to the end.

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Next ([NetAF.Conversations.Instructions.Next.html](#))

Jump

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Last

([NetAF.Conversations.Instructions.](#)

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

Next

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Previous

([NetAF.Conversations.Instructions.](#)

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Repeat

An end of paragraph instruction that repeats.

ToName

([NetAF.Conversations.Instructions.](#)

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

An end of paragraph instruction that shifts paragraphs based on a name.

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Locations.html)
↳ ByCallback

+ **NetAF.Commands**

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction))

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instructions

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/NetAF.html)).Conversations ([NetAF.Conversations.html](https://learn.microsoft.com/NetAF.Conversations.html)).Instructions ([NetAF.Conversations.Instructions.html](https://learn.microsoft.com/NetAF.Conversations.Instructions.html))

Go To

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class ByCallback : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Create a new instance of the ByCallback class.

(NetAF.Conversations.Instructions.

Declaration
ToName

(NetAF.Conversations.Instructions.

public ByCallback(Func<IEndOfParagraphInstruction> callback)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

Func (<https://learn.microsoft.com/dotnet/api/system.func-1>)<

+ **NetAF.Logic**

IEndOfParagraphInstruction

(NetAF.Logic.html)

> + **NetAF.Rendering**

Name	Description
callback	The callback that decides the instruction to use.

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

+ NetAF.Assets.Locations

public Func<IEndOfParagraphInstruction> Callback { get; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

+ NetAF.Conversations

Func<<https://learn.microsoft.com/dotnet/api/system.func-1>>

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

By Callback

(NetAF.Conversations.Instructions.

First

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

GoTo

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Last

Parameters

(NetAF.Conversations.Instructions.

Type

Next

(NetAF.Conversations.Instructions.

Paragraph

(NetAF.Conversations.Paragraph.html)

Name

Description

Previous

(NetAF.Conversations.Instructions.

current

The current paragraph.

Paragraph

(NetAF.Conversations.Paragraph.html)]

paragraphs

The collection of paragraphs.

Repeat

(NetAF.Conversations.Instructions.

Returns

ToName

Type

NetAF.Conversations.Instructions.

Description

[int](https://learn.microsoft.com/dotnet/api/system.int32) (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

▼

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)

↳ First

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class First : IEndOfParagraphInstruction

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

Methods

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

ToName

Declaration

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

[\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ Goto

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

GoTo

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

public sealed class GoTo : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Last

([NetAF.Conversations.Instructions](#).

Next

([NetAF.Conversations.Instructions](#).

Previous

([NetAF.Conversations.Instructions](#).

Create a new instance of the GoTo class.

([NetAF.Conversations.Instructions](#).

Declaration
ToName

([NetAF.Conversations.Instructions](#).

public GoTo(int index)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

Type

[\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name	Description
index	The index of the next paragraph.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

Properties

Index

Get the index.



Declaration

+ NetAF.Assets.Locations

public int Index { get; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

Description

- NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

Name

Description

Next

current

The current paragraph.

Paragraph

(NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Conversations.Instructions.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

ToName

Description

int

(<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

▼

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

([NetAF.Assets.Locations.html](#))

Syntax

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Methods

Instructions

([NetAF.Conversations.Instruct.html](#))

GetIndexOfNext(Paragraph, Paragraph[])

ByCallback

Get the index of the next paragraph.

First

Declaration

([NetAF.Conversations.Instructions.html](#))

GoTo

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Parameters

Jump

Type ([NetAF.Conversations.Instructions.html](#))

Name

Description

Last Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

Type ([NetAF.Conversations.Instructions.html](#))

Previous

Type ([NetAF.Conversations.Instructions.html](#))

Description

Repeat

int ([NetAF.Conversations.Instructions.html](#))api/system.int32

The index of the next paragraph.

ToName

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ Jump

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

public sealed class Jump : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Last

([NetAF.Conversations.Instructions](#).

Next

([NetAF.Conversations.Instructions](#).

Previous

([NetAF.Conversations.Instructions](#).

Create

Create a new instance of the Jump class.

([NetAF.Conversations.Instructions](#).

Declaration

ToName

([NetAF.Conversations.Instructions](#).

public Jump(int delta)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

Type

[\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name	Description
delta	The delta to shift paragraphs by.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

Properties

Delta

Get the delta.



Declaration

+ NetAF.Assets.Locations

public int Delta { get; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

Description

- NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

FIRST

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

Name

Description

Next

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

current

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

Description

ToName

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

▼

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ Last

+ **NetAF.Commands**

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class Last : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

Methods

([NetAF.Conversations.Instructions](#)

Previous

([NetAF.Conversations.Instructions](#)

Repeat

GetIndexOfNextParagraph(Paragraph[])

([NetAF.Conversations.Instructions](#)

Get the index of the next paragraph.

ToName

Declaration

([NetAF.Conversations.Instructions](#)

+ **NetAF.Extensions**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Type

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ **NetAF.Rendering**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ Next

+ **NetAF.Commands**

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class Next : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

Jump

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

([NetAF.Conversations.Instructions](#)

Methods

([NetAF.Conversations.Instructions](#)

Previous

([NetAF.Conversations.Instructions](#)

Repeat

([NetAF.Conversations.Instructions](#)

Get the index of the next paragraph.

ToName

Declaration

([NetAF.Conversations.Instructions](#)

+ **NetAF.Extensions**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Type

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ **NetAF.Rendering**

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ Previous

+ NetAFCommands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instructions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class Previous : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

Methods

(NetAF.Conversations.Instructions.

Previous

[GetIndexOfNextParagraph\(Paragraph\[\], Paragraph\[\]\)](#)

Repeat

(NetAF.Conversations.Instructions.

ToName

Declaration

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

[\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ Repeat

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instructions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instructions.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

Methods

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

Declaration

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

[\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ ToName

+ NetAF.Commands

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

+ NetAF.Conversations

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

GoTo

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class ToName : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

([NetAF.Conversations.Instructions](#)

Previous

ToName(string)

([NetAF.Conversations.Instructions](#)

Create a new instance of the ToName class.

([NetAF.Conversations.Instructions](#)

Declaration

ToName

([NetAF.Conversations.Instructions](#)

public ToName(string name)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Parameters

+ NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

Name	Description
name	The name of the paragraph to jump to.

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Assets.Locations

public string Name { get; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

Description

- NetAF.Conversations.

Instructions

Methods

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

FIRST

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

Name

Description

Next

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

current

The current paragraph.

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

Description

ToName

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

▼

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Namespace NetAF.Extensions

Classes

Filter by title

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)

StringExtensions (NetAF.Extensions.StringExtensions.html)

+ **NetAF.Assets.Locations**
Provides extension methods for strings.
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

 DirectionExtensions

[\(NetAF.Extensions.DirectionExtens](#)

 StringExtensions

[\(NetAF.Extensions.StringExtension](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ DirectionExtensions

+ NetAF.Assets.Characters

Inherited Members

(NetAF.Assets.Characters.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Assets.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)))

+ NetAF.Assets.Locations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Conversations

Namespace: NetAF (NetAF.dll).Extensions (NetAF.Extensions.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

+ NetAF.Conversations.

Instructions

public static class DirectionExtensions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

Methods

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringExtensions

(NetAF.Extensions.StringExtension

Inverse(Direction)

+ NetAF.Interpretation

Get an inverse direction.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

public static Direction Inverse(this Direction value)

+ NetAF.Rendering

Partial class

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders ([NetAF.Assets.Direction.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Direction.html))

(NetAF.Rendering.FrameBuild

Returns

+ NetAF.Rendering.Frame

Builders.Color

Type	Name	Description
Builders	value	The direction.

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Assets.Attributes
[\(NetAF.Assets.Attributes.html\)](#)
- + NetAF.Assets.Characters
[\(NetAF.Assets.Characters.html\)](#)
- + NetAF.Assets.Interaction
[\(NetAF.Assets.Interaction.html\)](#)
- + NetAF.Assets.Locations
[\(NetAF.Assets.Locations.html\)](#)
- + NetAF.Commands
[\(NetAF.Commands.html\)](#)
- + NetAF.Conversations
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.
 Instructions
[\(NetAF.Conversations.Instruct](#)
- NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtens](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtension](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + NetAF.Rendering.Frame
 Builders.Color

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ StringExtensions

+ NetAF.Assets.Characters

Inherited Members

(NetAF.Assets.Characters.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Assets.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)))

+ NetAF.Assets.Locations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands

NameSpace: NetAF (NetAF.Impl).Extensions (NetAF.Extensions.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

+ NetAF.Conversations.

Instructions

public static class StringExtensions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringExtensions

(NetAF.Extensions.StringExtensi

CaseInsensitiveContains(string, string)

+ NetAF.Interpretation

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

public static bool CaseInsensitiveContains(this string value, string subString)

+ NetAF.Rendering

Path: NetAF

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuild

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

subString

The string to seek.

+ NetAF.Rendering.Frame

Builders.Color

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```



Parameters

+ **NetAF.Assets.Attributes**

Type

[\(NetAF.Assets.Attributes.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ **NetAF.Assets.Characters**

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Assets.Characters.html\)](#)

identifier

The identifier.

NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Type

Description

+ **NetAF.Assets.Locations**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

True if this string equals the identifier, else false.

+ **NetAF.Commands**

GetObjectifier(string)

€ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct\)](#)

Parameters

- **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Name

Description

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

word

The word.

(NetAF.Extensions.DirectionExtens

StringExtensions

(NetAF.Extensions.StringExtension

Type

+ **NetAF.Interpretation**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Interpretation.html\)](#)

Description

The objectifier.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

IsPlural(string)

Get if a word is plural.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

public static bool IsPlural(this string word)

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

[NetAF.Rendering.Frame](#)

Builders.Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

+ **NetAF.Assets.Attributes**

[\(NetAF.Assets.Attributes.html\)](#)

+ **NetAF.Assets.Characters**

[IsVowel\(string\)](#)

[\(NetAF.Assets.Characters.html\)](#)

Get if a character is a vowel.

+ **NetAF.Assets.Interaction**

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[public static bool IsVowel\(this string value\)](#)

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

Parameters

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.html\)](#)

Returns

+ **NetAF.Conversations.**

Type

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

Description

True if the character is a vowel.

- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

LineCount(string)

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

Determine the number of lines in this string.

StringExtensions

Declaration

+ **NetAF.Interpretation**

[public static int LineCount\(this string value\)](#)

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Name

Description

value

The value.

* **NetAF.Rendering.Frame**

Builders

Type

[\(NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ **NetAF.Rendering.Frame**

[Builders.Color](#)

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

+ NetAF.Assets.Characters

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Characters.html)

Name

Description

value The string to ensure isn't finished finish.

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

Description

+ NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.html)

The unfinished string.

+ NetAF.Commands

ToDescription(string)

+ NetAF.Conversations

Returns the string as a Description.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructs static Description ToDescription(this string value)

(NetAF.Conversations.Instruct

Parameters

- NetAF.Extensions

Type

(NetAF.Extensions.html)

Name

Description

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.DirectionExtens

value

The value.

Returns

(NetAF.Extensions.StringExtension

Type

+ NetAF.Interpretation

Description (NetAF.Assets.Description.html)

(NetAF.Interpretation.html)

Description

This string as a description.

+ NetAF.Logic

(NetAF.Logic.html)

ToIdentifier(string)

+ NetAF.Rendering

Returns this string as an Identifier.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public static Identifier ToIdentifier(this string value)

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.

Returns

Type		Description
+ NetAF.Assets.Attributes	(NetAF.Assets.Attributes.html)	This string as an identifier.
+ NetAF.Assets.Characters	ToSentenceCase(string) (NetAF.Assets.Characters.htm)	Convert a string to sentence case. + NetAF.Assets.Interaction Declaration (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations	public static string ToSentenceCase(this string value) (NetAF.Assets.Locations.html)	
+ NetAF.Commands	(NetAF.Commands.html)	
Type		Name Description
+ NetAF.Conversations	string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	value The value.
Returns		
+ NetAF.Conversations .		
TypeInstructions		Description
(NetAF.Conversations.Instruct	string (https://learn.microsoft.com/dotnet/api/system.string)	The word in sentence case.
- NetAF.Extensions		
(NetAF.Extensions.html)		
ToSpeech(string)	DirectionExtensions (NetAF.Extensions.DirectionExtens	
Convert a string to speech. StringExtensions	Convert a string to speech. StringExtensions	
Declaration	(NetAF.Extensions.StringExtension	
+ NetAF.Interpretation		
public static string ToSpeech(this string value) (NetAF.Interpretation.html)		
+ NetAF.Logic		
Parameters		
(NetAF.Logic.html)		
Type		Name Description
+ NetAF.Rendering		
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)		value The value.

NetAE-Rendering-Frame

Builders	Type	Description
(NetAF.Rendering.FrameBuilder)	string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.
+ NetAF.Rendering.Frame		

▼

- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtens](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtension](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color

Namespace NetAF.Interpretation

Classes

Filter by title

CommandHelp (NetAF.Interpretation.CommandHelp.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm)

Provides help for a command.

CustomCommandInterpreter

(NetAF.Assets.Interaction.html)

(NetAF.Interpretation.CustomCommandInterpreter.html)

+ NetAF.Assets.Locations

Provides an object that can be used for interpreting custom commands.

(NetAF.Assets.Locations.html)

NetAF.Commands

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.html)

Represents the result of an interpretation.

+ NetAF.Conversations

Interfaces

+ NetAF.Conversations.

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct

Represents any object that can act as an interpreter for input.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuildde

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **NetAF.Assets.Characters**

object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))>

+ **NetAF.Assets.Locations**

Inherited Members

([NetAF.Assets.Locations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

equals(system-object-system-object)

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instructions

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

CommandHelp

Constructors

([NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#)

CommandHelp(string, string)

Interpreter

([NetAF.Interpretation.IInterpreter.ht](#)

Initializes a new instance of the CommandHelp class.

InterpretationResult

Declaration

([NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

public CommandHelp(string command, string description)

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Parameters

([NetAF.Rendering.html](#))

Type

+ **NetAF.Rendering.Frame**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
command	The command.
description	The help.

Properties

Command

Get the command.

Declaration

+ **NetAF.Assets.Characters**
public string Command { get; }
([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

Property Value
[\(NetAF.Assets.Interaction.html\)](#)
Type

Description

+ **NetAF.Assets.Locations**
string (<https://learn.microsoft.com/dotnet/api/system.string>)
([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations** Command.

Declaration
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions Description { get; }

[\(NetAF.Conversations.Instruct](#)

Property Value

+ **NetAF.Extensions**

Type
[\(NetAF.Extensions.html\)](#)

Description

- **NetAF.Interpretation**
string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

IInterpreter

[Equals\(CommandHelp\)](#)

[\(NetAF.Interpretation.IInterprete](#)

InterpretationResult

Indicates whether the current object is equal to another object of the same type.

[\(NetAF.Interpretation.Interpretation](#)

Declaration

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

public bool Equals(CommandHelp other)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Name

Description

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

other

An object to compare with this object.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

Implements

+ **NetAF.Assets.Interaction**

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

IIInterpreter

[\(NetAF.Interpretation.IIInterpreter.ht](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **NetAF.Assets.Characters**

([Object](#)) ([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([Object.html](#)) ([Object.Equals#system-object-equals\(system-object\)](#))

+ **NetAF.Commands**

object.Equals(object, object) ([Object.html](#)) ([Object.Equals#system-object-equals\(system-object-object\)](#))

+ **NetAF.Conversations**

object.GetHashCode() ([Object.html](#)) ([Object.GetHashCode](#))

object.GetType() ([Object.html](#)) ([Object.GetType](#))

object.MemberwiseClone() ([Object.html](#)) ([Object.MemberwiseClone](#))

object.ReferenceEquals(object, object) ([Object.html](#)) ([Object.ReferenceEquals](#))

object.ToString() ([Object.html](#)) ([Object.ToString](#))

Instructions

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax ([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

Properties

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

SupportedCommands

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

Get an array of all supported commands.

([NetAF.Interpretation.InterpretationResult.html](#))

Declaration

+ **NetAF.Logic**

([NetAF.Logic.html](#))

public CommandHelp[] SupportedCommands { get; }

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Type	Description
(NetAF.Rendering.FrameBuilder.html)	

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Assets.Characters

```
public CommandHelp[] GetContextualCommandHelp(Game game)  
(NetAF.Assets.Characters.html)
```

+ NetAF.Assets.Interaction

Parameters

Type	Name	Description
(NetAF.Assets.Interaction.html)		

+ NetAF.Assets.Locations

Game (NetAF.Logic.Game.html)
(NetAF.Assets.Locations.html)

Return

+ NetAF.Commands

Type (NetAF.Commands.html)

+ NetAF.Conversations

Interpret(string, Game)
Instructions
(NetAF.Conversations.Instruct

Interpret a string

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

```
public InterpretationResult Interpret(string input, Game game)  
- NetAF.Interpretation
```

(NetAF.Interpretation.html)

Parameters

Type	Name	Description
CommandHelp		

Type NetAF.Interpretation.CommandHe

CustomCommandInterpreter
string (https://learn.microsoft.com/dotnet/api/system.string)
(NetAF.Interpretation.CustomComr

GarbageCollector (NetAF.Logic.Game.html)

(NetAF.Interpretation.IInterpreter.ht

Return

InterpretationResult
(NetAF.Interpretation.Interpretation

Type

+ NetAF.Logic

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)
(NetAF.Logic.html)

The result of the interpretation.

+ NetAF.Rendering

Implementation
(NetAF.Rendering.html)

#NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

▼

- + **NetAF.Assets.Characters**
([NetAF.Assets.Characters.html](#))
- + **NetAF.Assets.Interaction**
([NetAF.Assets.Interaction.html](#))
- + **NetAF.Assets.Locations**
([NetAF.Assets.Locations.html](#))
- + **NetAF.Commands**
([NetAF.Commands.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
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([NetAF.Interpretation.html](#))
 - CommandHelp
([NetAF.Interpretation.CommandHe](#))
 - CustomCommandInterpreter
([NetAF.Interpretation.CustomComr](#))
 - IInterpreter
([NetAF.Interpretation.IInterpreter.ht](#))
 - InterpretationResult
([NetAF.Interpretation.Interpretation](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuild](#))

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

public interface IInterpreter
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Properties

NetAF.Commands

(NetAF.Commands.html)

SupportedCommands

NetAF.Conversations

(NetAF.Conversations.html)

Get an array of all supported commands.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Properties

(NetAF.Extensions.html)

- Type

NetAF.Interpretation

(NetAF.Interpretation.html)

Description

CommandHelp

(NetAF.Interpretation.CommandHelp.html)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

Methods

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

GetContextualCommandHelp(Game)

(NetAF.Interpretation.Interpretation

Get contextual command help for a game, based on its current state.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

Partial Type

NetAF.Rendering.Frame

Builders

Type

(NetAF.Rendering.FrameBuilder

Game (NetAF.Logic.Game.html)

Name

Description

game

The game.

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ NetAF.Assets.Characters

object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

Inherited Members

+ NetAF.Assets.Interaction

object ([NetAF.Assets.Interaction.html](#)) object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Conversations

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

+ NetAF.Conversations.

Assembly: NetAF.dll

Instructions

Syntax

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions InterpretationResult

([NetAF.Extensions.html](#))

- NetAF.Interpretation

Constructors

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHelp](#))

CustomCommandInterpreter

Initializes a new instance of the InterpretationResult class.

IInterpreter

Declaration

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

([NetAF.Interpretation.Interpretation](#))

+ NetAF.Logic

Parameters

([NetAF.Logic.html](#))

Type

+ NetAF.Rendering

bool

([NetAF.Rendering.html](#))

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Rendering.Frame

Builders

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Rendering.FrameBuilder](#))

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Properties

Command

Get the command.

Declaration

+ NetAF.Assets.Characters

```
public ICommand Command { get; }
```

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Property Value
(NetAF.Assets.Interaction.html)
Type

+ NetAF.Assets.Locations

```
ICommand (NetAF.Commands.ICommand.html)
```

(NetAF.Assets.Locations.html)

+ NetAF.Commands

F1NetAF.Commands.html

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

+ NetAF.Conversations.

```
public static InterpretationResult Fail { get; }
```

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

WasInterpretedSuccessfully

Property Value
(NetAF.Interpretation.WasInterpretedSuccessfully.html)

CustomCommandInterpreter

Get if interpretation was successful

(NetAF.Interpretation.CustomComr

Interpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Rendering

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

▼

- + **NetAF.Assets.Characters**
([NetAF.Assets.Characters.html](#))
- + **NetAF.Assets.Interaction**
([NetAF.Assets.Interaction.html](#))
- + **NetAF.Assets.Locations**
([NetAF.Assets.Locations.html](#))
- + **NetAF.Commands**
([NetAF.Commands.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
 - CommandHelp
([NetAF.Interpretation.CommandHe](#))
 - CustomCommandInterpreter
([NetAF.Interpretation.CustomComr](#))
 - IInterpreter
([NetAF.Interpretation.IInterpreter.ht](#))
 - InterpretationResult
([NetAF.Interpretation.Interpretation](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuild](#))

Namespace NetAF.Logic

Classes

Filter by title ▾

AssetGenerator (NetAF.Logic.AssetGenerator.html)

(NetAFCommands.html)

Represents a generator for game assets.

+ NetAF.Conversations

(NetAFConversations.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

+ NetAF.Conversations

Provides information on end check.

Instructions

(NetAFConversations.Instruct

Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

(NetAFInterpretation.html)

Represents a configuration for a game.

- NetAF.Logic

GameEndConditions (NetAF.Logic.GameEndConditions.html)

Provides a container for game end conditions.

(NetAF.Logic.AssetGenerator.html)

EndCheck

GameInfo (NetAF.Logic.GameInfo.html)

Provides information about a game.

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

ExitMode (NetAF.Logic.ExitMode.html)

(NetAF.Logic.GameConfiguration.h

Enumeration of exit modes.

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

Enumeration of game states.

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

EndCheck (NetAF.Logic.EndCheck.html)

(NetAFLogic.EndCheck.html)

OverworldCreationCallback

Represents the callback used for end checks.

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAFLogic.PlayerCreationCallba

GameCreationCallback ([NetAF.Logic.GameCreationCallback.html](#))

Represents the callback used for Game creation.

GameSetupCallback ([NetAF.Logic.GameSetupCallback.html](#))

Represents the callback used for Game setup.

+ NetAF.Commands

OverworldCreationCallback ([NetAF.Logic.OverworldCreationCallback.html](#)) ([NetAF.Commands.html](#))

Represents a callback for Overworld creation.

+ NetAF.Conversations

([NetAF.Conversations.html](#))

PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

+ NetAF Conversations

Represents a callback for Player creation.

Instructions

([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ AssetGenerator

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
↳ (NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
↳ (NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Interpretation

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#))

(NetAF.Interpretation.html)

Assembly: NetAF.dll

NetAF.Logic

Syntax

(NetAF.Logic.html)

AssetGenerator class AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Custom(OverworldCreationCallback, PlayerCreationCallback)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

Declaration ([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#)).Custom(OverworldCreationCallback overworldCreationCallback

PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Parameters ([NetAF.Logic.GameSetupCallback.html](#))

Type	Name	Description
GameState (NetAF.Logic.GameState.html) OverworldCreationCallback OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html) (NetAF.Logic.OverworldCreationCa	overworldCreationCallback	The overworld creation callback.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
+ NetAF.Commands AssetGenerator (NetAF.Commands.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return an overworld and a player as defined by the callbacks.

+ NetAF.Conversations (NetAF.Conversations.html)

GetOverworld() + NetAF.Conversations.

Instructions.

(NetAF.Conversations.Instruct
Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Returns
(NetAF.Interpretation.html)

Type	Description
- NetAF.Logic	

AssetGenerator
(NetAF.Logic.AssetGenerator.html)

GetPlayer()

(NetAF.Logic.EndCheck.html)

Get the player

EndCheckResult
(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

public PlayableCharacter GetPlayer()

Game (NetAF.Logic.Game.html)

GameConfiguration

Return (NetAF.Logic.GameConfiguration.h)

GameCreationCallback

Type (NetAF.Logic.GameCreationCallback)

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	The player.

GameEndConditions
(NetAF.Logic.GameEndConditions.h)

GameInfo

(NetAF.Logic.GameInfo.html)

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

GameSetupCallback

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameState.html)

Declaration

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html)	overworldTemplate	The overworld template.
+ NetAF.Conversations (NetAF.Conversations.html)	playerTemplate	The player template.

+ NetAF.Conversations.

Instructions

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html)	Asset generation that will always return a new overworld and a new player.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

- NetAF.Logic

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

AssetGenerator

Declaration
[NetAF.Logic.AssetGenerator.html](#)

EndCheck

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
{
    EndCheckResult result = EndCheck(result);
    return result;
}
```

ExitMode

Parameters
[NetAF.Logic.ExitMode.html](#)

Type	Name	Description
Game (NetAF.Logic.Game.html)	overworldMaker	The overworld maker.
GameConfiguration OverworldMaker (NetAF.Utilities.OverworldMaker.html)	playerTemplate	The player template.

Returns
[NetAF.Logic.GameInfo.html](#)

Type	Description
GameSetupCallback AssetGenerator GameState (NetAF.Logic.AssetGenerator.html) (NetAF.Logic.GameState.html)	Asset generation that will always return a new overworld and a new player.

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Retained(Overworld, PlayableCharacter)

([NetAF.Logic.PlayerCreationCallback.html](#))

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

+ NetAF.Commands

[T\(NetAF.Commands.html\)](#)

Name

Description

+ NetAF.Conversations

[+ NetAF.Conversations](#) (locations.Overworld.html)

overworld

The overworld.

[\(NetAF.Conversations.html\)](#)

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

player

The player.

+ NetAF.Conversations.

Returns

Instructions

[T\(NetAF.Conversations.Instruction.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Conversations**

Assembly: NetAF.dll

(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations**.

Instructions

public delegate EndCheckResult EndCheck(Game game)

(NetAF.Conversations.Instruct

Parents

NetAF.Extensions

Type	Name	Description
+ Game (NetAF.Logic.Game.html)	game	The game to check for end.

Returns

- **NetAF.Logic**

Type	Description
+ AssetGenerator (NetAF.Logic.AssetGenerator.html)	Returns a result from the check.
EndCheck	
(NetAF.Logic.EndCheck.html)	
EndCheckResult	
(NetAF.Logic.EndCheckResult.html)	
ExitMode	
(NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameConfiguration	
(NetAF.Logic.GameConfiguration.h)	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayerCreationCallback	

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ EndCheckResult

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
+ **NetAF.Conversations**.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
([NetAF.Conversations.Instruct](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Interpretation**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Interpretation.html](#))

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

↳ **NetAF.Logic**

([NetAF.Logic.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

EndCheckResult(bool, string, string)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#)

public EndCheckResult(bool hasEnded, string title, string description)

([NetAF.Logic.GameEndConditions](#))

GameInfo

Parameters

([NetAF.Logic.GameInfo.html](#))

Type GameSetupCallback

([NetAF.Logic.GameSetupCallback](#),

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

GameState

string ([NetAF.Logic.GameState.html](#))

dotnet/api/system.string)

Name

Description

hasEnded

If the game has ended.

title

A title to describe the end.

description

A description of the end.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

Properties

Description

Get a description of the end.



Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))

+ NetAF.Conversations

Property Value

([NetAF.Conversations.html](#))

Type

+ NetAF.Conversations.

[string](https://learn.microsoft.com/dotnet/api/system.string) (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

HasEnded

([NetAF.Extensions.html](#))

Get if the game has come to an end.

+ NetAF.Interpretation

Declaration

([NetAF.Interpretation.html](#))

- NetAF.Logic

public bool HasEnded { get; }

([NetAF.Logic.html](#))

AssetGenerator

Property Value

([NetAF.Logic.AssetGenerator.html](#))

Type

EndCheck

([NetAF.Logic.EndCheck.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

NotEnded

Game ([NetAF.Logic.Game.html](#))

Get a default result for not ended.

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

public static EndCheckResult NotEnded { get; }

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

PropertyName

([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Title

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get a title to describe the end.

([NetAF.Logic.PlayerCreationCallback.html](#))

PlayerCreationCallback

Type	Description
------	-------------

Type	Description
------	-------------

Type	Description
------	-------------

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct)	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
- NetAF.Logic (NetAF.Logic.html)	
AssetGenerator (NetAF.Logic.AssetGenerator.html)	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.html)	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameConfiguration (NetAF.Logic.GameConfiguration.html)	
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	
GameEndConditions (NetAF.Logic.GameEndConditions.html)	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	
GameState (NetAF.Logic.GameState.html)	
OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)	
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies: [\(NetAF.Conversations.html\)](#)

Syntax:

`# NetAF.Conversations.`

Instructions

```
public enum ExitMode  
{
```

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Fields

Interpretation

Name	Description
- NetAF.Logic ExitApplication (NetAF.Logic.html)	Exit the application.
ReturnToTitleScreen AssetGenerator (NetAF.Logic.AssetGenerator.html)	Return to the title screen.

[EndCheck](#)

[\(NetAF.Logic.EndCheck.html\)](#)

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

[ExitMode](#)

[\(NetAF.Logic.ExitMode.html\)](#)

[Game](#) ([NetAF.Logic.Game.html](#))

[GameConfiguration](#)

[\(NetAF.Logic.GameConfiguration.html\)](#)

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallback.html\)](#)

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

[GameInfo](#)

[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

[OverworldCreationCallback](#)

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Class Game

Represents a game.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Game

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Extensions.html)

object.ToString(object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
+ NetAF.Interpretation

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

(NetAF.Interpretation.html)

Assembly: NetAF.dll

NetAF.Logic

Syntax

(NetAF.Logic.html)

AssetGenerator class Game
(NetAF.Logic.AssetGenerator.html)

EndCheck
(NetAF.Logic.EndCheck.html)

EndCheckResult
(NetAF.Logic.EndCheckResult.html)

Properties

ActiveConverser

Get the active converser.
(NetAF.Logic.ActiveConverser.html)

GameConfiguration

Get the active converser.
(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions ActiveConverser { get; }
(NetAF.Logic.GameEndConditions.html)

GameInfo

Property Value
(NetAF.Logic.GameInfo.html)

Type GameSetupCallback

(NetAF.Logic.GameSetupCallback)
IConverser (NetAF.Assets.Characters.IConverser.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Description

Type	Description
GameSetupCallback	

Configuration

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Get the configuration.

Declaration

```
public GameConfiguration Configuration { get; }
```

Property Value

+ **NetAF.Commands**

([NetAF.Commands.html](#))

GameConfiguration ([NetAF.Logic.GameConfiguration.html](#))

Description

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

DisplayCommandListInSceneFrames

([NetAF.Conversations.html](#))

Instructions

Get or set if the command list is displayed in scene frames.

([NetAF.Conversations.Instruct](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

+ **NetAF.Interpretation**

Property Value

([NetAF.Interpretation.html](#))

- **Type**

NetAF.Logic

([NetAF.Logic.html](#))

Description

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndConditions

([NetAF.Logic.EndCheck.html](#))

Get the [EndCheckResults](#).

([NetAF.Logic.EndCheckResult.html](#))

Declaration

ExitMode

([NetAF.Logic.ExitMode.html](#))

```
public GameEndConditions EndConditions { get; }
```

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Property Value

GameCreationCallback

Type ([NetAF.Logic.GameCreationCallback.html](#))

Description

GameEndConditions

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Info GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

Get the [info](#)

GameState

([NetAF.Logic.GameState.html](#))

Declaration

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	



Introduction

+ NetAF.Commands

Get the introduction.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public string Introduction { get; }

+ NetAF.Conversations.

Instructions

Property Value

Type

Description

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

Get the logic executing.

(NetAF.Logic.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public bool IsExecuting { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

Property Value

Type

Description

ExitMode

(NetAF.Logic.ExitMode.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

Get the overworld.

GameEndConditions

Declaration

(NetAF.Logic.GameEndConditions.html)

GameState

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Property Value

Type

Description

OverworldCreationCallback

Overworld ([NetAF.Assets.Locations.Overworld.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Overworld.html))

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Player

Get the player.

Declaration

```
public PlayableCharacter Player { get; }
```

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

+ NetAF.Conversations

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

SceneMapKeyType

(NetAF.Conversations.Instruct)

Get or set the type of key to use on the scene map.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public KeyType SceneMapKeyType { get; set; }
```

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

KeyType (NetAF.Rendering.KeyType.html)
(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Methods

ExitMode

(NetAF.Logic.ExitMode.html)

ChangeFrameBuilders(FrameBuilderCollection, bool)

Game (NetAF.Logic.Game.html)

GameConfiguration

Set the collection of frame builders used to render this game.

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

```
public void ChangeFrameBuilders(FrameBuilderCollection frameBuilderCollection, bool refreshGame)
```

GameInfo

(NetAF.Logic.GameInfo.html)

Parameters

GameSetupCallback

Type (NetAF.Logic.GameSetupCallback.

Name

Description

GameState

FrameBuilderCollection

(NetAF.Logic.GameState.html)

(NetAF.Rendering.FrameBuilders.FrameBuilder

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallha

frameBuilderCollection

The collection of frame builders.

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	refresh	Set if the display should be refreshed with the new collection.

▼

ChangePlayer(PlayableCharacter)

[\(NetAF.Commands.html\)](#)

Change to a specified player.

+ NetAF.Conversations

Declaration

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

Instructions

Parameters

[\(NetAF.Conversations.Instruct](#)

+ Type

[\(NetAF.Extensions.html\)](#)

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

Name

Description

player

The player to change to.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Create(GameInfo, string, AssetGenerator, GameEndConditions,

[\(NetAF.Logic.html\)](#)

GameConfiguration, GameSetupCallback)

[\(NetAF.Logic.html\)](#)

Create a new callback for generating instances of a game.

AssetGenerator

Declaration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

public static GameCreationCallback Create(GameInfo info, string introduction, AssetG

enerator assetGenerator, GameEndConditions conditions, GameConfiguration configurati

on, GameSetupCallback setup = null)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Parameters

[Game \(NetAF.Logic.Game.html\)](#)

Type

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameInfo ([NetAF.Logic.GameInfo.html](#))

GameCreationCallback

Name

info

Description

Information about the game.

String

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

(<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.GameEndConditions.h](#)

GameInfo

introduction

An introduction to the game.

AssetGenerator

[\(NetAF.Logic.GameInfo.html\)](#)

[\(NetAF.Logic.AssetGenerator.html\)](#)

assetGenerator

The generator to use to create game assets.

GameEndConditions

[\(NetAF.Logic.GameSetupCallback.h](#)

GameState

[\(NetAF.Logic.GameEndConditions.html\)](#)

[\(NetAF.Logic.GameState.html\)](#)

conditions

The game conditions.

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

configuration

The configuration for the game.

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Type	Name	Description
GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	setup	A setup function to run on the created game after it has been created.

Returns

Type	Description
+ NetAF.Commands GameCreationCallback (NetAF.Commands.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
+ NetAF.Conversations (NetAF.Conversations.html)	
DisplayAbout()	
+ NetAF.Conversations.	
Instructions	Display a help frame.
Declaration	Declaration (NetAF.Conversations.Instruct
+ NetAF.Extensions	
(NetAF.Extensions.html)	
+ NetAF.Interpretation	
(NetAF.Interpretation.html)	
DisplayHelp()	
- NetAF.Logic	
(NetAF.Logic.html)	
AssetGenerator	Declaration
(NetAF.Logic.AssetGenerator.html)	
EndCheck	
public void DisplayHelp()	
(NetAF.Logic.EndCheck.html)	
EndCheckResult	
(NetAF.Logic.EndCheckResult.htm	
ExitMode	
DisplayMap()	
(NetAF.Logic.ExitMode.html)	
Game	(NetAF.Logic.Game.html)
GameConfiguration	
Declaration	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
public void DisplayMap()	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
DisplayTransition(string, string)	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
Display a transition frame.	
(NetAF.Logic.GameSetupCallback.	
GameState	
Declaration	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
public void DisplayTransition(string title, string message)	
(NetAF.Logic.OverworldCreationCa	
PlayerCreationCallback	
Parameters	
PlayerCreationCallback	

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message.

▼

Execute(GameCreationCallback)

+ NetAF.Commands

[Execute\(GameCreationCallback.html\)](#)

NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

public static void Execute(GameCreationCallback creator)

+ NetAF.Conversations.

Instructions

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

GameCreationCallback

[\(NetAF.Extensions.html\)](#)

(NetAF.Logic.GameCreationCallback.html)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

FindInteractionTarget(string)

[\(NetAF.Logic.html\)](#)

Find an interaction target within the current scope for this Game.

AssetGenerator

Declaration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#) FindInteractionTarget(string name)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

Parameters

ExitMode

Type [\(NetAF.Logic.ExitMode.html\)](#)

Name

Description

Game ([NetAF.Logic.Game.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

name

The targets name.

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

Returns

GameCreationCallback

Type [\(NetAF.Logic.GameCreationCallback.html\)](#)

Description

GameEndConditions

IInteractWithItem

[\(NetAF.Logic.GameEndConditions.html\)](#)

(NetAF.Assets.Interaction.IInteractWithItem.h

ml) ([NetAF.Logic.GameInfo.html](#))

The first IInteractWithItem object which has a name that matches the name parameter.

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GetAllPlayerVisibleExaminables()

[\(NetAF.Logic.GameState.html\)](#)

Get all examinables that are currently visible to the player.

Declaration [\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

Returns

Type	Description
IExaminable (NetAF.Assets.IExaminable.html)	An array of all examinables that are currently visible to the player.
+ NetAF.Commands (NetAF.Commands.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
- NetAF.Logic (NetAF.Logic.html)	
AssetGenerator (NetAF.Logic.AssetGenerator.html)	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.htm	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameConfiguration (NetAF.Logic.GameConfiguration.h	
GameCreationCallback (NetAF.Logic.GameCreationCallba	
GameEndConditions (NetAF.Logic.GameEndConditions.	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.	
GameState (NetAF.Logic.GameState.html)	
OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#))

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

NetAF.Logic

Syntax

([NetAF.Logic.html](#))

AssetGenerator class GameConfiguration

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

GameConfiguration(Size, FrameBuilderCollection, ExitMode, string, IInterpreter)

([NetAF.Logic.Game.html](#))

Initializes a new instance of the GameConfiguration class.

GameConfiguration

Declaration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Game displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Type GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

Size Size ([NetAF.Assets.Size.html](#))

GameState GameState ([NetAF.Logic.GameState.html](#))

FrameBuilderCollection FrameBuilderCollection ([NetAF.Renderer.FrameBuilders.FrameBuilderCollection.html](#))

OverworldCreationCallback OverworldCreationCallback ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

PlayerCreationCallback PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Name	Description
GameSetupCallback	displaySize	The display size.
FrameBuilderCollection	frameBuilders	The collection of frame builders to use to render the game.

Type	Name	Description
ExitMode (NetAF.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	The prefix to use when displaying errors.
IlInterpreter (NetAF.Interpretation.IlInterpreter.html)	<i>interpreter</i>	The interpreter used for interpreting input

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

[Properties \(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

DefaultConfigurations

[\(NetAF.Conversations.Instruct.html\)](#)

Get the default game configuration.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Property Value

- NetAF.Logic

Type	Description
GameConfiguration (NetAF.Logic.GameConfiguration.html)	

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

DisplaySize

[EndCheckResult.html](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Get the display size.

ExitMode

[Declaration \(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

[GameConfiguration.html](#)

[public static readonly DisplaySize { get; } \(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

Property Value

[\(NetAF.Logic.GameCreationCallba](#)

Type

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Size ([NetAF.Assets.Size.html](#))

[GameInfo.html](#)

[GameSetupCallback.html](#)

[\(NetAF.Logic.GameSetupCallback.h](#)

ErrorPrefix

[GameState.html](#)

Get the prefix to use when displaying errors.

[OverworldCreationCallback.html](#)

Declaration

[\(NetAF.Logic.OverworldCreationCa](#)

[PlayerCreationCallback.html](#)

[\(NetAF.Logic.PlayerCreationCallba](#)

```
public string ErrorPrefix { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

ExitMode

NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Get the exit mode.

+ NetAF.Conversations.

Declaration

Instructions

[\(NetAF.Conversations.Instruct](#)

```
public ExitMode ExitMode { get; }
```

+ NetAF.Extensions

NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ Type

NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

FrameBuilders

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Get the collection of frame builders to use to render the game.

EndCheck

Declaration

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

FrameBuilders

[\(NetAF.Logic.FrameBuilders.html\)](#)

Game (NetAF.Logic.Game.html)

Type

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

[GameCreationCallback](#)

[GameEndConditions](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

Interpreter

[GameInfo](#)

Get the interpreter used for interpreting input.

[\(NetAF.Logic.Interpreter.html\)](#)

[GameSetupCallback](#)

Declaration

[\(NetAF.Logic.GameSetupCallback.html\)](#)

[GameState](#)

```
public IInterpreter Interpreter { get; }
```

[\(NetAF.Logic.GameState.html\)](#)

[OverworldCreationCallback](#)

Property Value

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Type	Description
IInterpreter (NetAF.Interpretation.IInterpreter.html)	

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration
[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)

GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)

GameState
[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback
[\(NetAF.Logic.PlayerCreationCallba](#)

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies: [\(NetAF.html\)](#)

Syntax: [# NetAF.Conversations.](#)

Instructions

```
public delegate Game GameCreationCallback()  
(NetAF.Conversations.Instruct)
```

+ [NetAF.Extensions](#)

Returns

[\(NetAF.Extensions.html\)](#)

Type

+ [NetAF.Interpretation](#)

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Description

A game created by the callback.

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ GameEndConditions

+ **NetAF.Conversations**

Inherited Members

([NetAF.Conversations.html](#))

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

[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)))

([NetAF.Conversations.Instruct.html](#))

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Extensions**

Namespace: NetAF ([NetAF.html](#)) Logic ([NetAF.Logic.html](#))

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

NetAF.Logic

Syntax

([NetAF.Logic.html](#))

`public sealed class GameEndConditions`

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Constructors

GameEndConditions(EndCheck, EndCheck)

([NetAF.Logic.ExitMode.html](#))

Initializes a new instance of the GameEndConditions class.

GameConfiguration

Declaration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameEndConditions.EndCheckCompletionCondition.html](#), [NetAF.Logic.GameEndConditions.EndCheckGameOverCondition.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Parameters

GameInfo

Type	Name	Description
NetAF.Logic.GameInfo.html		
GameSetupCallback EndCheck (NetAF.Logic.GameSetupCallback.html , (NetAF.Logic.EndCheck.html) GameState	completionCondition	The condition that determines if the game was completed.
EndCheck (NetAF.Logic.GameState.html) (NetAF.Logic.EndCheck.html) (NetAF.Logic.EndCheckCompletionCondition.html , (NetAF.Logic.EndCheckGameOverCondition.html) PlayerCreationCallback	gameOverCondition	The condition that determines if the game has ended.

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	
+ NetAF.Conversations (NetAF.Conversations.html)	
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
- NetAF.Logic (NetAF.Logic.html)	
AssetGenerator (NetAF.Logic.AssetGenerator.html)	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.htm	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameConfiguration (NetAF.Logic.GameConfiguration.h	
GameCreationCallback (NetAF.Logic.GameCreationCallba	
GameEndConditions (NetAF.Logic.GameEndConditions.	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.	
GameState (NetAF.Logic.GameState.html)	
OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ GameInfo

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Interpretation

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

(NetAF.Interpretation.html)

Assembly: NetAF.dll

NetAF.Logic

Syntax

(NetAF.Logic.html)

AssetGenerator class GameInfo

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Constructors

GameInfo(string, string, string)

(NetAF.Logic.Game.html)

Initializes a new instance of the GameInfo class.

GameConfiguration

Declaration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallback) string description, string author)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Parameters

GameInfo

Type (NetAF.Logic.GameInfo.html)

Name

Description

GameSetupCallback
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Logic.GameSetupCallback.html)

name

The name of the game.

GameState
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Logic.GameState.html)

description

A description of the game.

OverworldCreationCallback
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Logic.OverworldCreationCallback.html)

author

A author of the game.

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Properties

Author

Get the author.



Declaration

+ NetAF.Commands

([NetAF.Commands.html](#)) get; set; }

+ NetAF.Conversations

Property Value

([NetAF.Conversations.html](#))

Type

+ NetAF.Conversations.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

Description

([NetAF.Extensions.html](#))

Get the description of the game.

+ NetAF.Interpretation

Declaration

([NetAF.Interpretation.html](#))

- NetAF.Logic

public string Description { get; }

([NetAF.Logic.html](#))

AssetGenerator

Property Value

([NetAF.Logic.AssetGenerator.html](#))

Type

EndCheck

([NetAF.Logic.EndCheck.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Name

Game ([NetAF.Logic.Game.html](#))

Get the name of the game.

([GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

public string Name { get; }

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

PropertyName

([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Description

Type	Description

Type	Description

Type	Description



- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
 - EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
 - EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
 - ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
 - Game
[\(NetAF.Logic.Game.html\)](#)
 - GameConfiguration
[\(NetAF.Logic.GameConfiguration.h](#)
 - GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)
 - GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
 - GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
 - GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)
 - GameState
[\(NetAF.Logic.GameState.html\)](#)
 - OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)
 - PlayerCreationCallback
[\(NetAF.Logic.PlayerCreationCallba](#)

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies: [\(NetAF.Conversations.html\)](#)

Syntax

+ **NetAF.Conversations.**

Instructions

```
public delegate void GameSetupCallback(Game game)  
(NetAF.Conversations.Instruct
```

+ **NetAF.Extensions**

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ **NetAF.Interpretation**

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Name

Description

game

The game to setup.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Fields

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

Active.

(NetAF.Interpretation.html)

Finished.

- **NetAF.Logic**

Not started.

(NetAF.Logic.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies: [\(NetAF.Conversations.html\)](#)

Syntax

`# NetAF.Conversations.`

Instructions

```
public delegate Overworld OverworldCreationCallback()  
(NetAF.Conversations.Instruct)
```

+ [NetAF.Extensions](#)

Returns

[\(NetAF.Extensions.html\)](#)

Type

+ [NetAF.Interpretation](#)

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

[\(NetAF.Interpretation.html\)](#)

Description

A generated Overworld.

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[/NetAF.Logic.PlayerCreationCallba](#)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Logic ([NetAF.Logic.html](#))

Assemblies: [\(NetAF.Conversations.html\)](#)

Syntax

`# NetAF.Conversations.`

Instructions

```
public delegate PlayableCharacter PlayerCreationCallback()  
# NetAF.Conversations.Instruct
```

+ [NetAF.Extensions](#)

Returns

[\(NetAF.Extensions.html\)](#)

Type

+ [NetAF.Interpretation](#)

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

[\(NetAF.Interpretation.html\)](#)

Description

A generated Player.

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

[/NetAF.Logic.PlayerCreationCallba](#)

Namespace NetAF.Rendering

Enums

Filter by title

KeyType (NetAF.Rendering.KeyType.html)

Enumeration of key types.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

RegionMapMode (NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Assets.Locations**

Enumeration of region map modes.

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

+ **NetAF.Rendering.Frame**

Builders.Color

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Fields

(NetAF.Assets.Locations.html)

Name	Description
+ NetAF.Commands	
D (NetAF.Commands.html)	Only show relevant key items.
+ NetAF.Conversations	
(NetAF.Conversations.html)	None No key.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html) Detailed - Shows rooms at a detailed level.

+ **NetAF.Conversations**

(NetAF.Conversations.html) Undetailed - Dynamic region map - uses detailed if there is room, else map will be undetailed. Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

(NetAF.Commands.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Conversations.html)

Represents any object that can build room maps.

+ NetAF.Conversations.

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Conversations.Builder) scene frames.

+ NetAF.Extensions

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Represents any object that can build title frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Logic.html)

Represents any object that can build transition frames.

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[+ NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF 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>)

+ [NetAF Logic](#)

[AsNetAFFrameBuilder](#)

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public class FrameBuilderCollection

- [NetAF.Rendering.Frame](#)

[Builders](#)

[NetAF.Rendering.FrameBuilders](#)

[FrameBuilderCollection](#)

[\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

[FrameBuilderCollection](#)

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

[IRegionMapFrameBuilder](#)

IGameOverFrameBuilder, IAAboutFrameBuilder, ITransitionFrameBuilder,

[IGameOverFrameBuilder](#)

[IAAboutFrameBuilder](#)

Initializes a new instance of the FrameBuilderCollection class.

[\(NetAF.Rendering.FrameBuilders.I](#)

[FrameBuilderCollection](#)

[FrameBuilderCollection\(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild](#)

[e\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild](#)

[eIGameOverFrameBuilderCompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu](#)

[l\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu](#)

[ller transitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder\)](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[IRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[IRegionMapFrameBuilder](#)

Parameters

[\(NetAF.Rendering.FrameBuilders.I](#)

[IRegionMapFrameBuilder](#)

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) (NetAF.Commands.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF.Conversations IRRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) (NetAF.Conversations.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Conversations . IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) (NetAF.Conversations.Instruct	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Extensions ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) (NetAF.Extensions.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Interpretation IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) + NetAF.Logic (NetAF.Logic.html) IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) (NetAF.Rendering.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- NetAF.Rendering.Frame ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) (NetAF.Rendering.FrameBuilders IConversationFrameBuilder FrameBuilderCollection (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) FrameBuilderCollections (NetAF.Rendering.FrameBuilders.F GridStringBuilder (NetAF.Rendering.FrameBuilders.C ConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I AboutFrameBuilder Get the builder to use for about frames. (NetAF.Rendering.FrameBuilders.I DeclGameOverFrameBuilder Get the builder to use for game over frames. (NetAF.Rendering.FrameBuilders.I HelpFrameBuilder public IABOUTFrameBuilder AboutFrameBuilder { get; } (NetAF.Rendering.FrameBuilders.I IRegionMapBuilder Property Value (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the builder to use for about frames.
(NetAF.Rendering.FrameBuilders.I

DeclGameOverFrameBuilder

Get the builder to use for game over frames.
(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

```
public IABOUTFrameBuilder AboutFrameBuilder { get; }
```

IHelpFrameBuilder

IRegionMapBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

Description

+ NetAF.Extensions

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

ConversationFrameBuilder

+ NetAF.Logic

Get the builder to use for conversation frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

- NetAF.Rendering.Frame

Property Value

Builders

T(NetAF.Rendering.FrameBuild

Description

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GameOverFrameBuilder

GhostStringBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

IAboutFrameBuilder

Declaration

NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

GameOverFrameBuilder

T(NetAF.Rendering.FrameBuild

Description

IHelpFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuild

IRegionMapBuilder

(NetAF.Rendering.FrameBuild

IRegionMapFrameBuilder

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

(NetAF.Conversations.html)

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ NetAF.Conversations.

Instructions

RegionMapFrameBuilder

+ NetAF.Extensions

Get the builder to use for region map frames.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilder

(NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Get `ISceneFrameBuilder` collection for scene frames.

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.SceneFrameBuilder.html)

Property Value

(NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Type

CompletionFrameBuilder

ISceneFrameBuilder

(NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Declaration

RegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

Description

Description

Description

Description

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) (NetAF.Commands.html)	

+ **NetAF.Conversations**
TransitionFrameBuilder
(NetAF.Conversations.html)

Get the builder to use for transition frames.

Instructions

Declaration

(NetAF.Conversations.Instruct

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type
(NetAF.Interpretation.html)

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF 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>)

Name space: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assemblies: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public static class FrameBuilderCollections

- [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Properties

Collection

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

Get the default frame builder collection

([NetAF.Rendering.FrameBuilders.C](#))

IApplicationBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

public static FrameBuilderCollection Default { get; }

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

Type	Description
IGameOverFrameBuilder	(NetAF.Rendering.FrameBuilders.I)
FrameBuilderCollection	(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)
IRegionMapBuilder	(NetAF.Rendering.FrameBuilders.I)
IRegionMapFrameBuilder	(NetAF.Rendering.FrameBuilders.I)

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuild
 - FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
 - FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
 - GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
 - IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
 - ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
 - IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
 - IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
 - IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
 - IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
 - IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.I

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[+ NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF 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>)

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name space: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assemblies: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public class GridStringBuilder

- [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Constructors

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder(char, char, char)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

Initializes a new instance of the GridStringBuilder class.

GridStringBuilder

Declaration: [NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

elCompletionFrameBuilder, IEndDividerCharacter = '-')

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

Parameters

[\(NetAF.Rendering.FrameBuilders.I](#)

Type GameOverFrameBuilder

Name

Description

[\(NetAF.Rendering.FrameBuilders.I](#)

leftBoundaryCharacter

The character to use for left boundaries.

char HelpFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.char>)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

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) (NetAF.Commands.html)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

Properties

Instructions
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
Get the display size.
[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#) public Size DisplaySize { get; }

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **Type** [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Description

- **NetAF.Rendering.Frame**

Builders

HorizontalDividerCharacter

Get or set the character used for horizontal dividers.

[\(NetAF.Rendering.FrameBuilders.F](#)

Declaration

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

public string HorizontalDividerCharacter { get; set; }

[\(NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.I](#)

Type CompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

LeftBoundaryCharacter

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Get or set the character used for left boundary.

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

Type	Description
CompletionFrameBuilder	

[\(NetAF.Rendering.FrameBuilders.I](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

LeftBoundaryCharacter

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Get or set the character used for left boundary.

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

(NetAF.Commands.html)

+ NetAF.Conversations

LineTerminator
[\(NetAF.Conversations.html\)](#)

Get or set the line terminator.

NetAF.Conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct

```
public string LineTerminator { get; set; }
```

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

Type
[\(NetAF.Interpretation.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

RightBoundaryCharacter

[\(NetAF.Rendering.html\)](#)

Get or set the character used for right boundary.

- NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

Property Value

FrameBuilderCollections

Type
[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

Methods

(NetAF.Rendering.FrameBuilders.I

ICoverageFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

DrawBoundary(AnsiColor)

[\(NetAF.Rendering.FrameBuilders.I](#)

Draw the boundary.

[\(NetAF.Rendering.FrameBuilders.I](#)

Declaration

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html)	color	The color to draw the boundary.

+ NetAF.Conversations

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int) [\(NetAF.Conversations.html\)](#)

Draws wrapped string.

Instructions

Declaration:

(NetAF.Conversations.Instruct

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor  
color, out int endX, out int endY)  
\(NetAF.Extensions.html\)
```

+ NetAF.Interpretation

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.html)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Rendering.html)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

- NetAF.Rendering.Frame

Builders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

DrawHorizontalDivider(int, AnsiColor) [\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

Declaration:

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
GameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I	y	The y position of the divider.
int (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder	color	The color to draw the boundary.

Ans

(NetAF.Rendering.FrameBuilders.I

RegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

RegionMapFrameBuilder

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(NetAF.Commands.html)

Parameters

Type	Name	Description
+ NetAF.Conversations (NetAF.Conversations.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The position of the underline, in x.
+ NetAF.Conversations int (https://learn.microsoft.com/dotnet/api/system.int32) Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instruct	y	The position of the underline, in y.
+ NetAF.Extensions (NetAF.Extensions.html)	length	The length of the underline.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color of the underline.

(NetAF.Extensions.html)

+ NetAF.Interpretation DrawWrapped(string, int, int, int, AnsiColor, out int, out int) (NetAF.Interpretation.html)

Draw a wrapped string.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo  
(NetAF.Rendering.html) out int endY)
```

- NetAF.Rendering.Frame

Parameters

Builders

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.F	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) IBufferedFrameBuilder	maxWidth	The max width of the string.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Rendering.FrameBuilders.I	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder	endY	The end y position.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

Flush()

IHelpFrameBuilder

Flush([NetAF.Rendering.FrameBuilders.I](#)

IRRegionMapBuilder

Declaration (NetAF.Rendering.FrameBuilders.I

IRRegionMapFrameBuilder

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.

([NetAF.Commands.html](#))

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#)) Color(int x, int y)

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
+ NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

+ NetAF.Interpretation

Returns

([NetAF.Interpretation.html](#))

Type

+ [NetAF.Logic](#)

Type	Description
A (NetAF.Logic.html)	The cell color.

+ NetAF.Rendering

([NetAF.Rendering.html](#))

GetCharacter(int, int)

- NetAF.Rendering.Frame

Get a character from the buffer.
Builders

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

FrameBuilderCollection
public [NetAF.Rendering.FrameBuilders.ICharacter](#)(int x, int y)

FrameBuilderCollections

Parameters

StringBuilder

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.

([NetAF.Rendering.FrameBuilders.ICharacter.html](#))

Return ConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ICharacter.html](#))

Type GameOverFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	The character.

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

IRRegionMapBuilder

GetNumberOfLines(string, int, int, int)

IRRegionMapFrameBuilder

Get the number of lines a string will take up.

Declaration

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

Parameters

Type	Name	Description
(NetAF.Commands.html)		
+ NetAF Conversations (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
- (NetAF Conversations.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
+ NetAF Conversations int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
- Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
(NetAF.Conversations.Instruct		

Related

Type	Description
(NetAF.Extensions.html)	
+ NetAF Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.
(NetAF.Interpretation.html)	

+ [NetAF.Logic](#)

[Resize\(Size\)c.html](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Declaration

- [NetAF.Rendering.Frame](#)

[Builders](#) public void Resize(Size displaySize)

[\(NetAF.Rendering.FrameBuilder](#)

Parameters

FrameBuilderCollection

Type	Name	Description
(NetAF.Rendering.FrameBuilders.F		
FrameBuilderCollections		
Size ((NetAF Assets Size.html)	displaySize	The new size.
(NetAF.Rendering.FrameBuilders.F		
GridStringBuilder		
(NetAF.Rendering.FrameBuilders.C		
IAboutFrameBuilder		

[SetCell\(int, int, char, AnsiColor\)](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

Set a CompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

Declaration

[ICorrelationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

RegionMapBuilder

Type	Name	Description
(NetAF.Rendering.FrameBuilders.I	x	The x position of the cell.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[IRegionMapFrameBuilder](#)

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position of the cell.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>color</i>	The color of the character.

([NetAF.Commands.html](#))

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders](#)

FrameBuilderCollection
([NetAF.Rendering.FrameBuilders.F](#)
FrameBuilderCollections
([NetAF.Rendering.FrameBuilders.F](#)
GridStringBuilder
([NetAF.Rendering.FrameBuilders.C](#)
IAboutFrameBuilder
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ICompletionFrameBuilder
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IConversationFrameBuilder
([NetAF.Rendering.FrameBuilders.I](#)
IGameOverFrameBuilder
([NetAF.Rendering.FrameBuilders.I](#)
IHelpFrameBuilder
([NetAF.Rendering.FrameBuilders.I](#)
IRegionMapBuilder
([NetAF.Rendering.FrameBuilders.I](#)
IRegionMapFrameBuilder

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IAboutFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, Game, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string title, Game game, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
FrameBuilderCollection		
Game (NetAF.Logic.Game.html)	game	The game.
FrameBuilderCollections		
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.

Return Type

IAboutFrameBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface ICompletionFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

GameOver(string message, string reason, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
FrameBuilderCollection	width	The width of the frame.
string (https://learn.microsoft.com/dotnet/api/system.string)	height	The height of the frame.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		

Return Type

(NetAF.Rendering.FrameBuilders.I

Description

ICompletionFrameBuilder

Type	Description
IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.I	
IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.I	
IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.I	
IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.I	
IRegionMapFrameBuilder	

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IConversationFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

NetAF.Interpretation

Build(String, IConverser, CommandHelp[], int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(String title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type	Name	Description
String FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F rameBuilderCollection)	<i>title</i>	The title to display to the user.
IConverser CommandHelp ICompletionFrameBuilder IGameOverFrameBuilder ILevelFrameBuilder IRegionFrameBuilder	<i>converser</i>	The converser.
CommandHelp (NetAF.Rendering.FrameBuilders.C ommandHelp)	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I ConversationFrameBuilder)	<i>width</i>	The width of the frame.
int IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I GameOverFrameBuilder)	<i>height</i>	The height of the frame.
Returns RegionMapBuilder (NetAF.Rendering.FrameBuilders.I RegionMapBuilder)		

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- **NetAF.Rendering.Frame**
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(NetAF.Rendering.FrameBuild

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
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(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IGameOverFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
Builders		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
FrameBuilderCollection		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Return

AboutFrameBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
(NetAF.Conversations.html)
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(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- **NetAF.Rendering.Frame**
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(NetAF.Rendering.FrameBuild

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IRegionMapBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Interpretation.html)

Build a map of a region.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int

(NetAF.Rendering.html) maxHeight)

- NetAF.Rendering.Frame

Parameters

Builders

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.
Region	region	The region.
int	x	The x position to start building at.
int	y	The y position to start building at.
int	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder		
IRegionMapFrameBuilder		

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
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- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
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ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IRegionMapFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

Build(Region, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(Region region, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
(NetAF.Rendering.FrameBuilder)	region	The region.
Region (NetAF.Assets.Locations.Region.html)	width	The width of the frame.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

GridStringBuilder

Returns

(NetAF.Rendering.FrameBuilders.C

Type	Description
AboutFrameBuilder	

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface IRoomMapBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int) (NetAF.Interpretation.html)

+ NetAF.Logic

BuildRoomMap(IRegionMapBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY) (NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection		
GridStringBuilder	gridStringBuilder	The string builder to use.
FrameBuilderCollection		
Room	room	The room.
ViewPoint	viewPoint	The viewpoint from the room.
IAboutFrameBuilder		
KeyType	key	The key type.
IConversationFrameBuilder	startX	The start position, x.
IConversationFrameBuilder	startY	The start position, x.
GameOverFrameBuilder	endX	The end position, x.
IRegionMapBuilder	endY	The end position, x.
IRegionMapFrameBuilder		

▼

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

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+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface ISceneFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ NetAF.Logic

BUILD frame

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html), ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder

Type	Name	Description
FrameBuilderCollection		
Room (NetAF.Rendering.FrameBuilders.Room.html)	room	Specify the Room.
FrameBuilderCollections		
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	Specify the viewpoint from the room.
GridStringBuilder		
PlayableCharacter (NetAF.Rendering.FrameBuilders.Character.html)	player	Specify the player.
IAboutFrameBuilder (NetAF.Assets.Characters.PlayableCharacter.html)		
StringCompletionFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string)	message	Any additional message.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	contextualCommands	The contextual commands to display.
CommandHelp (NetAF.Rendering.FrameBuilders.CommandHelp.html)		
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)		
KeyFrameBuilder (NetAF.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.
IRRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
IRRegionMapFrameBuilder		

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
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(NetAF.Rendering.html)
- **NetAF.Rendering.Frame**
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(NetAF.Rendering.FrameBuild

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface ITitleFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string title, string description, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
FrameBuilderCollection	width	The width of the frame.
string (https://learn.microsoft.com/dotnet/api/system.string)	height	The height of the frame.
FrameBuilderCollection		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		

Return

AboutFrameBuilder

Type	Description
NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder	
IFrameBuilder	
IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder	

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

(NetAF.Conversations.html)

public interface ITransitionFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

CreateFrame(String title, string message, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	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.
FrameBuilderCollection	width	The width of the frame.
string (https://learn.microsoft.com/dotnet/api/system.string)	height	The height of the frame.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		

Return Value

AboutFrameBuilder

Type	Description
NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder	
IFrameBuilder	
IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder	

Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ NetAF.Commands

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

+ NetAF.Conversations

Provides a builder of color about frames.
(NetAF.Conversations.html)

+ NetAF.Conversations.

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

(NetAF.Conversations.Instruct

Provides a builder of color completion frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(NetAF.Interpretation.html)

Provides a builder of color conversation frames.

+ NetAF.Logic

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

+ NetAF.Rendering

Provides a builder of color game over frames.
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

(NetAF.Rendering.FrameBuild

Provides a builder of color help frames.

- NetAF.Rendering.Frame

Builders.Color

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

AnsiColor

Provides a color builder for region maps.
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color about frames.
(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color conversation frames.
(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color game over frames.
(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a color help builder.
(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

ColorRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

Provides a color room map builder.
(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

ColorSceneFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Provides a builder for color scene frames.

ColorTitleFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

Provides a builder for color title frames.

+ NetAF.Commands

([NetAF.Commands.html](#))

ColorTransitionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([NetAF.Conversations.html](#))

Provides a builder for color transition frames.

+ NetAF.Conversations.

Enums

Instructions

([NetAF.Conversations.Instruct.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Extensions

Enumeration of ANSI colors

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html](#))

ColorRegionMapBuilder

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Commands

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ NetAF.Conversations

`public enum AnsiColor`
([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))

Fields

+ NetAF.Extensions

Name
([NetAF.Extensions.html](#))

Description

Black

Black (30).

+ NetAF.Interpretation

Blue
([NetAF.Interpretation.html](#))

Blue (34).

BrightBlack

Bright black (90).

+ NetAF.Logic

BrightBlue
([NetAF.Logic.html](#))

Bright blue (94).

+ NetAF.Rendering

BrightCyan
([NetAF.Rendering.html](#))

Bright cyan (96).

BrightGreen

Bright green (92).

+ NetAF.Rendering.Frame

BrightMagenta
Builders

Bright magenta (95).

BrightRed

Bright red (91).

- NetAF.Rendering.Frame

BuildersColor

Bright white (97).

BrightYellow

Bright yellow (93).

- NetAF.Rendering.FrameBuilder

Cyan
([NetAF.Rendering.FrameBuilders.html](#))

Cyan (36).

AnsiColor

Green (32).

Green

([NetAF.Rendering.FrameBuilders.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Magenta (35).

Magenta

([NetAF.Rendering.FrameBuilders.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Red (31).

Red

([NetAF.Rendering.FrameBuilders.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Reset (0).

Reset

([NetAF.Rendering.FrameBuilders.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

White (37).

White

([NetAF.Rendering.FrameBuilders.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

ColorRegionMapBuilder

1

לְמִזְבֵּחַ וְלְכָבֵדָה וְלְעֹשֶׂת כְּבוֹד

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
 - + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
 - + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
 - + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuildde](#)
 - **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuildde](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#)
↳ [ColorAboutFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ [NetAF Conversations](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color
(NetAF.LogicFrameBuilders.Color.html)

Assemblies: [NetAF](#)

Syntax

↳ [NetAF Rendering](#)

(NetAF.Rendering.html)

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

CONSTRUCTORS

- [NetAF Rendering Frame Builders Color](#)

ColorAboutFrameBuilder(GridStringBuilder)
[\(NetAF.Rendering.FrameBuilders\)](#)

Initializes a new instance of the ColorAboutFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C\)](#)

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C\)](#)

Parameters

ColorConversationFrameBuilder

Type	Name	Description
(NetAF.Rendering.FrameBuilders.C)	ColorGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.C)	gridStringBuilder	A builder to use for the string layout.
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	ColorRegionMapBuilder	

Properties

AuthorColor

Get or set the author color.

Declaration
`public AnsiColor AuthorColor { get; set; }`

+ **NetAF.Commands** `AuthorColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	

+ **NetAF.Conversations** `AnsiColor(NetAF.Conversations.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

BackgroundColor

NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the background color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ **NetAF.Rendering**

Type	Description
(NetAF.Rendering.html)	

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

BorderColor

- **NetAF.Rendering.Frame**

Get or set the border color.

Builders.Color

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.BorderBuilder.html)`

`public AnsiColor BorderColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property Value

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

Type `NetAF.Rendering.FrameBuilders.Color.BorderBuilder`

Type	Description
(NetAF.Rendering.FrameBuilders.Color.BorderBuilder.html)	

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.BorderBuilder.html)`

`(NetAF.Rendering.FrameBuilders.ColorBorderBuilder.html)`

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorRegionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionFrameBuilder.html](#))

ColorTextFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorTextFrameBuilder.html](#))

Get or set the description color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

NameColor

(NetAF.Conversations.html)

Get or set the name color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Properties

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor

+ NetAF.Rendering

Get or set the title color.

(NetAF.Rendering.html)

Properties

NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

- NetAF.Rendering.Frame

Properties

Builders.Color

Type

NetAF.Rendering.FrameBuilder

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

Build(string, Game, int, int)

(NetAF.Rendering.FrameBuilders.ColorBuild.html)

ColorHelpFrameBuilder

Declaration (NetAF.Rendering.FrameBuilders.ColorDeclaration.html)

ColorRegionMapBuilder

Methods

Build(string, Game, int, int)

(NetAF.Rendering.FrameBuilders.ColorBuild.html)

ColorHelpFrameBuilder

Declaration (NetAF.Rendering.FrameBuilders.ColorDeclaration.html)

ColorRegionMapBuilder

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.
int (NetAF.Commands.html)	<i>width</i>	The width of the frame.
int (NetAF.Conversations.html)	<i>height</i>	The height of the frame.

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations.**

Type
Instructions

I`NetAF.Conversations.Instruction` ([NetAF.Conversations.Instruction.html](#))

Description

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Implements

+ **NetAF.Interpretation**

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

- **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

+ **NetAF.Conversations**

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ **NetAF.Rendering**

Type [\(NetAF.Rendering.html\)](#)

Description

`AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

DescriptionColor

- **NetAF.Rendering.Frame**

Get or set the description color.

Builders.Color

Declaration
`public AnsiColor DescriptionColor { get; set; }`

AnsiColor

`public AnsiColor DescriptionColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders](#).Color.AnsiColor.html)

([NetAF.Rendering.FrameBuilders](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

TitleColor

([NetAF.Rendering.FrameBuilders](#))

Get or set the title color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description	
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)		
+ NetAF.Commands		
(NetAF.Commands.html)		
+ NetAF.Conversations		
Methods		
(NetAF.Conversations.html)		
+ NetAF.Conversations.		
Build(string string, int, int)		
(NetAF.Conversations.Instruct		
Build a frame.		
+ NetAF.Extensions		
Declaration		
(NetAF.Extensions.html)		
+ NetAF.Interpretation		
(NetAF.Interpretation.html)		
Parameters		
+ NetAF.Logic		
Type		
(NetAF.Logic.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ NetAF.Rendering		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ NetAF.Rendering.Frame		
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.
(NetAF.Rendering.FrameBuilder		
Returns		
- NetAF.Rendering.Frame		
Type		
Builders.Color		
(NetAF.Rendering.FrameBuilder		
IFrame (NetAF.Rendering.Frames.IFrame.html)		
AnsiColor		
(NetAF.Rendering.FrameBuilders.C		
olorAboutFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)		
ColorCompletionFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorConversationFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorHelpFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorRegionMapBuilder		

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance: [System.Object](#) → [ColorConversationFrameBuilder](#)

↳ [NetAF Commands](#)
↳ [ColorConversationFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ [NetAF Conversations](#)

[IConversationFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ [NetAF Conversations](#).

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: [NetAF](#) ([NetAF.html](#)).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)).[ColorConversationFrameBuilders](#).[Color](#))
(NetAF.Logic.html)

Assemblies:

Syntax

↳ [NetAF Rendering](#)

(NetAF.Rendering.html)

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilders.ColorBuilder.html\)](#)

ColorConversationFrameBuilder(GridStringBuilder)
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Initializes a new instance of the ColorConversationFrameBuilder class.

ANSIColor

Declaration:

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorOverFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	<i>gridStringBuilder</i>	A builder to use for the string layout.
ColorRegionMapBuilder		

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

+ NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Declaration
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ NetAF.Rendering

Type [\(NetAF.Rendering.html\)](#)

Description

`AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

InputColor

- NetAF.Rendering.Frame

Get or set the input color.

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

AnsiColor

`public AnsiColor FrameColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

NonPlayerMessageColor

([NetAF.Rendering.FrameBuilders.ColorNonPlayerMessageColor.html](#))

Get or set the player message color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Commands (NetAF.Commands.html)	
PlayerMessageColor (NetAF.Conversations.html) Get or set the player message color.	
+ NetAF.Conversations. Declaration Instructions (NetAF.Conversations.Instruct.html)	
+ NetAF.Extensions (NetAF.Extensions.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
+ NetAF.Logic (NetAF.Logic.html)	
ResponseColor + NetAF.Rendering (NetAF.Rendering.html)	
NonPlayerMessageColor + NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder.html)	
- NetAF.Rendering.Frame Property Value Builders.Color	
Type NetAF.Rendering.FrameBuilder AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)	
TitleColor ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)	
Get or set the title color. ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)	
Declaration ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)	
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)	
Property Value ColorRegionMapBuilder	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

- + NetAF.Commands
Build(string, IConverser, CommandHelp[], int, int)
(NetAF.Commands.html)
- Build a frame.
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
Instructions
(NetAF.Conversations.Instructions.html)

Parameters

Type	Name	Description
String (NetAF.Interpretation.html)	<i>title</i>	The title to display to the user.
IConverser (NetAF.Logic.html) (NetAF.Assets.Characters.IConverser.html)	<i>converser</i>	The converser.
CommandHelp (NetAF.Rendering.html) (NetAF.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
- int Builders (NetAF.Rendering.FrameBuilders.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
- int Builders Color (NetAF.Rendering.FrameBuilders.Color.html) (NetAF.Rendering.FrameBuilders.Color.html)	<i>height</i>	The height of the frame.

Returns
AnsiColor

Type	Description
NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder	
IFrame (NetAF.Rendering.Frames.IFrame.html)	
ColorCompletionFrameBuilder	
ColorConversationFrameBuilder	
ColorGameOverFrameBuilder	
ColorHelpFrameBuilder	
ColorRegionMapBuilder	
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	

Implements

▼

[View raw file](#) ▾ [View raw API reference](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frame**
 Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance Assets Locations Summary

↳ [NetAF Commands](#)
↳ [ColorGameOverFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ [NetAF Conversations](#)

IGameOverFrameBuilder ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color
(NetAF.LogicFrameBuilders.Color.html)

Assemblies

Syntax

↳ [NetAF Rendering](#)

(NetAF.Rendering.html)

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame Builders Color](#)

ColorGameOverFrameBuilder(GridStringBuilder)

(NetAF.Rendering.FrameBuilders.html)

Initializes a new instance of the ColorGameOverFrameBuilder class.

 ATSCColor

Declaration

 ColorAboutFrameBuilder

 (NetAF.Rendering.FrameBuilders.C

 public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

 ColorCompletionFrameBuilder

 (NetAF.Rendering.FrameBuilders.C

Parameters

 ColorConversationFrameBuilder

 (NetAF.Rendering.FrameBuilders.C

 ColorGameOverFrameBuilder

 GridStringBuilder

 (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

 (NetAF.Rendering.FrameBuilders.C

 ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	

+ **NetAF.Conversations** `AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct.html](#))

BorderColor

NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

Declaration
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**
([NetAF.Logic.html](#))

Property Value

NetAF.Rendering

Type	Description
(NetAF.Rendering.html)	

+ **NetAF.Rendering.Frame** `AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

Builders

([NetAF.Rendering.FrameBuilders.html](#))

DescriptionColor

- NetAF.Rendering.Frame

Get or set the description color.

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

AnsiColor
`public AnsiColor DescriptionColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Property Value

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Type
`NetAF.Rendering.FrameBuilders.Color.AnsiColor`

Type	Description
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

TitleColor

([NetAF.Rendering.FrameBuilders.html](#))

Get or set the title color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Methods
(NetAF.Conversations.html)

+ NetAF.Conversations.

Build(string string, int, int)
Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

public IFrame Build(string message, string reason, int width, int height)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type
(NetAF.Logic.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Rendering.FrameBuilder

IFrame (<https://learn.microsoft.com/dotnet/api/system.int32>)

- NetAF.Rendering.Frame

Type
Builders.Color

(NetAF.Rendering.FrameBuilder)

IFrame (<https://learn.microsoft.com/dotnet/api/system.int32>)

Implementation

IColorFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorFrameBuilder)

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ **NetAF Commands**
↳ [ColorHelpFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ **NetAF Conversations**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ **NetAF Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
(NetAF.Extensions.html)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
(NetAF.Interpretation.html)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color
(NetAF.Logic.html)

Assemblies: [\(NetAF.Logic.html\)](#)

Syntax

↳ **NetAF Rendering**

(NetAF.Rendering.html)

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

+ **NetAF Rendering Frame Builders**

Builders

[\(NetAF.Rendering.FrameBuilders.ColorBuilder.html\)](#)

CONSTRUCTORS

- **NetAF Rendering Frame Builders Color**

ColorHelpFrameBuilder(GridStringBuilder)
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Initializes a new instance of the ColorHelpFrameBuilder class.

 ATSColour

Declaration

 ColorAboutFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

 public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
 ColorCompletionFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

Parameters

 ColorConversationFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

 ColorGameOverFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

 GridStringBuilder

 ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

 GridStringBuilder

 ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

 ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

+ NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

Declaration
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ NetAF.Rendering

Type [\(NetAF.Rendering.html\)](#)

Description

`AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

CommandColor

- **NetAF.Rendering.Frame**

Get or set the command color.

+ Builders.Color

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

`public AnsiColor CommandColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

CommandDescriptionColor

([NetAF.Rendering.FrameBuilders.ColorDescriptionFrameBuilder.html](#))

Get or set the description color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

DescriptionColor

(NetAF.Conversations.html)

Get or set the description color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Extensions

Properties

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor

+ NetAF.Rendering

Get or set the title color.

(NetAF.Rendering.html)

Properties

NetAF.Rendering.Frame

Builders

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Properties

Builders

Type

NetAF.Rendering.FrameBuilder

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

Build(string, string, CommandHelp[], int, int)

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Methods

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ NetAF.Commands string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.html)	<i>description</i>	The description.
+ NetAF.Conversations CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
+ NetAF.Conversations int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.html)	<i>width</i>	The width of the frame.
+ NetAF.Conversations int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Instructions

Returns

[\(NetAF.Conversations.Instruct](#)

Type

+ NetAF.Extensions

[IFrame \(\[NetAF.Rendering.Frames.IFrame.html\]\(https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html\)\)](#)

[\(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance: [Assets](#).[Locations](#).[ColorRegionMapBuilder](#)

↳ **NetAF Commands**
↳ [ColorRegionMapBuilder](#)
(NetAF.Commands.html)

Implements

+ **NetAF Conversations**

IRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ **NetAF Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

(NetAF.Extensions.html)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF Interpretation**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

(NetAF.Logic.html)

Assemblies:

(NetAF.Logic.html)

Syntax

↳ **NetAF Rendering**

(NetAF.Rendering.html)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

+ **NetAF Rendering Frame Builders**

Builders

(NetAF.Rendering.FrameBuilders.html)

Properties

↳ [NetAF.Rendering.FrameBuilders](#)

Builders.Color

(NetAF.Rendering.FrameBuilders.html)

CurrentFloorIndicator

AnsiColor

Get or set the character to use for the current floor.

[NetAF.Rendering.FrameBuilders.CurrentFloorIndicator](#)

ColorAboutFrameBuilder

Declaration
[\(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator\)](#)

ColorCompletionFrameBuilder

public char CurrentFloorIndicator { get; set; }

[\(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator\)](#)

ColorConversationFrameBuilder

Property Value
[\(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator\)](#)

ColorGameOverFrameBuilder

Type
[\(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator\)](#)

char ([https://learn.microsoft.com/dotnet/api/system.char](#))

[\(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator\)](#)

ColorRegionMapBuilder

ColorHelpFrameBuilder

ColorRegionMapBuilder

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Property Value

+ NetAF.Commands

Type [\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

HorizontalBoundary

Instructions

Get or set the character to use for horizontal boundaries.

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char HorizontalBoundary { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

LockedExitRendering.Frame

Builders

Get or set the character used for representing a locked exit.

([NetAF.Rendering.FrameBuilder](#))

Declaration

- NetAF.Rendering.Frame

Builders.Color

```
public char LockedExit { get; set; }
```

([NetAF.Rendering.FrameBuilder](#))

AnsiColor

Property Value

([NetAF.Rendering.FrameBuilders.Color](#))

Type ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorConversationFrameBuilder

LockedExitColor

([NetAF.Rendering.FrameBuilders.LockedExitColor](#))

ColorGameOverFrameBuilder

Get or set the locked exit color.

([NetAF.Rendering.FrameBuilders.LockedExitColor](#))

ColorHelpFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.LockedExitColor](#))

ColorRegionMapBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) View code	

+ NetAF.Commands

(NetAF.Commands.html)

LowerLevel

+ NetAF.Conversations

Get or set the character to use for lower levels.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public char LowerLevel { get; set; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

LowerLevelColor

+ NetAF.Rendering

Get or set the character color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

public AnsiColor LowerLevelColor { get; set; }

(NetAF.Rendering.FrameBuilder

- NetAF.Rendering.Frame

Type

Color

(NetAF.Rendering.FrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.C

Declaration

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

```
public ColorOverPlayerFrameBuilder<T> ColorOverPlayer { get; set; }
```

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Property Value

+ NetAF.Commands

Type [\(NetAF.Commands.html\)](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

VerticalBoundary

Instructions

Get or set the character to use for vertical boundaries.

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char VerticalBoundary { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

VisitedBoundaryColor

Builders

Get or set the visited room boundary color.

([NetAF.Rendering.FrameBuilders](#))

Declaration

- NetAF.Rendering.Frame

Builders

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

([NetAF.Rendering.FrameBuilders](#))

Property Value

([NetAF.Rendering.FrameBuilders.Color](#))

Type ColorAboutFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.Color](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder](#))

ColorHelpFrameBuilder

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

([NetAF.Rendering.FrameBuilders.GridStringBuilder](#))

ColorRegionMapBuilder

Methods

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int  
x, int y, int maxWidth, int maxHeight)
```



Parameters

Type	Name	Description
GridStringBuilder (NetAF.Commands.html)	<i>gridStringBuilder</i>	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	<i>region</i>	The region.
int (NetAF.Conversations.Instruction.html)	<i>x</i>	The x position to start building at.
int (NetAF.Extensions.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position to start building at.
maxWidth (NetAF.Logic.html)		The maximum horizontal space available in which to build the map.
maxHeight (NetAF.Rendering.html)		The maximum vertical space available in which to build the map.
+ NetAF.Rendering.Frame		
Builders		
Implements		
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
- NetAF.Rendering.Frame		
Builders.Color		
(NetAF.Rendering.FrameBuilders.Color)		
AnsiColor		
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)		
ColorAboutFrameBuilder		
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)		
ColorCompletionFrameBuilder		
(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)		
ColorConversationFrameBuilder		
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)		
ColorGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)		
ColorHelpFrameBuilder		
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)		
ColorRegionMapBuilder		

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#) ([NetAF.Commands.html](#))

↳ [ColorRegionMapFrameBuilder](#) ([NetAF.Commands.html](#))

Implements

+ [NetAF Conversations](#)

IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#)) ([NetAF.Conversations.html](#))

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF Conversations.Instructions.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

([NetAF Conversations.Instruct.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAF.Extensions.html](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color ([NetAF.LogicFrameBuilders.Color.html](#))

Assemblies: [NetAF](#) ([NetAF.html](#))

Syntax

↳ [NetAF Rendering](#)

([NetAF.Rendering.html](#))

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame Builders Color](#)

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder) ([NetAF.Rendering.FrameBuilders.ColorRegionMapFrameBuilder.html](#))

Initializes a new instance of the ColorRegionMapFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder gridStringBuilder, ColorCompletionFrameBuilder colorCompletionFrameBuilder)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

Parameters

gridStringBuilder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

colorCompletionFrameBuilder ([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

gridStringBuilder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Type	Name	Description
ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)		
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ColorRegionMapBuilder

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)
BackgroundColor

+ NetAF.Conversations

Get or set the background color.
[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)
Type

+ NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

- NetAF.Rendering

Get or set the color.
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public AnsiColor BorderColor { get; set; }

[\(NetAF.Rendering.FrameBuild](#)

Property Value

- NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuild](#)
Builders.Color

[\(NetAF.Rendering.FrameBuild](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

TitleColor

Get or set the title color.
[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorGameOverFrameBuilder { get; set; }

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorHelpFrameBuilder

Property Value
[\(NetAF.Rendering.FrameBuilders.C](#)

ColorRegionMapBuilder

Type	Name	Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ **NetAF.Commands**
Build(Region, int, int)
[\(NetAF.Commands.html\)](#)

Build a frame.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

public IFrame Build(Region region, int width, int height)

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type
[\(NetAF.Extensions.html\)](#)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
[\(NetAF.Interpretation.html\)](#)

width

The width of the frame.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Returns

+ **NetAF.Rendering**

Type
[\(NetAF.Rendering.html\)](#)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

IRegionMapFrameBuilder ([\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#))

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance: [Assets.Locations.html](#)

↳ **NetAF Commands**
↳ [ColorRoomMapBuilder](#)
(NetAF.Commands.html)

Implements

+ **NetAF Conversations**

[IRoomMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ **NetAF Conversations**.

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instructions.html)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
(NetAF.Extensions.html)

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF Interpretation**

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
(NetAF.Interpretation.html)

Namespace: [NetAF](#) ([NetAF.html](#)).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)).[Color](#)
(NetAF.Logic.html)

Assemblies: [NetAF.dll](#)

Syntax

↳ **NetAF Rendering**

(NetAF.Rendering.html)

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

+ **NetAF Rendering Frame Builders**

Builders

(NetAF.Rendering.FrameBuilders.html)

Properties

↳ [NetAF.Rendering.Frame](#)

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

BoundaryColor

AnsiColor

Get [ColorRoomMapBuilder.BoundaryColor](#)
(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

Declaration
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorCompletionFrameBuilder

public AnsiColor BoundaryColor { get; set; }
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorConversationFrameBuilder

Property Value
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorGameOverFrameBuilder

Type
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorRegionMapBuilder

Type	Description
ColorHelpFrameBuilder	
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorRegionMapBuilder	

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Property Value

+ NetAF.Commands

Type [\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

HorizontalBoundary

Instructions

Get or set the character to use for horizontal boundaries.

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char HorizontalBoundary { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

HorizontalExitBorder

Builders

Get or set the character to use for horizontal exit borders.

([NetAF.Rendering.FrameBuilder](#))

Declaration

- NetAF.Rendering.Frame

Builders.Color

```
public char HorizontalExitBorder { get; set; }
```

([NetAF.Rendering.FrameBuilder](#))

AnsiColor

Property Value

([NetAF.Rendering.FrameBuilders.Color](#))

Type ColorAboutFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.Color](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorRegionMapBuilder

ItemOrCharacterColor

([NetAF.Rendering.FrameBuilders.ItemOrCharacterColor](#))

ColorGameOverFrameBuilder

Get or set the item or character color.

([NetAF.Rendering.FrameBuilders.ItemOrCharacterColor](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ItemOrCharacterColor](#))

ColorRegionMapBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)
ItemOrCharacterInRoom

+ NetAF.Conversations

Get or set the character used for representing there is an item or a character in the room.
[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public char ItemOrCharacterInRoom { get; set; }
```

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(KeyPadding.html\)](#)

+ NetAF.Rendering

Get or set the padding between the key and the map.

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

[\(FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

- NetAF.Rendering.Frame

[\(FrameBuilders.Color.html\)](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

Get or set the character used for representing a locked exit.

[\(NetAF.Rendering.FrameBuilders.ColorLockedExit.html\)](#)

Declaration

[\(ColorConversationFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

IColorCarriageOverEndFrameBuilder { get; set; }

[\(NetAF.Rendering.FrameBuilders.ColorCarriageOverEndFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the locked exit color.

+ NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

+ NetAF.Conversations.

Type Instructions

A([NetAF.Conversations.InstructionBuilders.Color.AnsiColor.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

UnvisitedExitColor

+ NetAF.Interpretation

Get or set the unvisited exit color.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

public ConsoleColor UnvisitedExitColor { get; set; }

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frame

Builders Color

VerticalBoundary

[\(NetAF.Rendering.FrameBuilder\)](#)

Get or set the character to use for vertical boundaries.

AnsiColor

Declaration

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

ColorGameOverFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)

ColorRegionMapBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

+ NetAF.Commands

Type
[\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.VisitedExitColor

Instructions

Gets or sets the visited exit color.

([NetAF.Conversations.Instruct](#))

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public AnsiColor VisitedExitColor { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

+ NetAF.Logic

Type

([NetAF.Logic.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Methods

+ NetAF.Rendering.FrameBuilders

([NetAF.Rendering.FrameBuilders.html](#))

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

[NetAF.Rendering.FrameBuilders.Color](#)

([NetAF.Rendering.FrameBuilders.Color.html](#))

Declaration

([NetAF.Rendering.FrameBuilders.Color.html](#))

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorOverFrameBuilder.html](#))

ColorRegionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Room

([NetAF.Assets.Locations.Room.html](#))

ColorRegionMapBuilder

gridStringBuilder

room

Name

gridStringBuilder

room

Description

The string builder to use.

The room.

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	<i>key</i>	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startY</i>	The start position, x.
+ NetAF.Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html)	<i>endX</i>	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endY</i>	The end position, x.

+ NetAF.Conversations
(NetAF.Conversations.html)

Implements
NetAFConversations.

Instructions

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)
BackgroundColor

+ NetAF.Conversations

Get or set the background color.
[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)
Type

+ NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

- NetAF.Rendering

Get or set the color.
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuilders.html\)](#)
BorderColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

- NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuilders.html\)](#)
Type

[\(NetAF.Rendering.FrameBuilders.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

CommandsColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)
ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the commands color.

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)
ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)
ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)
ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)
ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type Instructions

Description

b (NetAF.Conversations.Instruction) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Extensions

(NetAF.Extensions.html)

InputColor

+ NetAF.Interpretation

Get or set the input color.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

public AnsiColor InputColor { get; set; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frame

Builders Color

SuppressMovementMessages

(NetAF.Rendering.FrameBuilder)

Get or set if movement messages should be suppressed.

AnsiColor

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

public bool SuppressMovementMessages { get; set; }

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Description

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

Property Value

+ NetAF.Commands

Type
[\(NetAF.Commands.html\)](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Methods

[\(NetAF.Conversations.Instruct](#)

Build([Room](#), [ViewPoint](#), [PlayableCharacter](#), string, [CommandHelp\[\]](#), [KeyType](#), int, int)
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)
void([Room](#) room, [ViewPoint](#) viewPoint, [PlayableCharacter](#) player, string message, [CommandHelp\[\]](#) contextualCommands, [KeyType](#) keyType, int width, int height)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Parameters

+ NetAF.Rendering.Frame Type Builders

[Room](#) ([NetAF.Assets.Locations.Room.html](#))

Name

Description

room

Specify the Room.

[ViewPoint](#) ([NetAF.Assets.Locations.ViewPoint.html](#))

viewPoint

Specify the viewpoint from the room.

- NetAF.Rendering.Frame Builders.Color

[PlayableCharacter](#) ([NetAF.Assets.Characters.PlayableCharacter.html](#))

player

Specify the player.

AnsiColor

[string](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

message

Any additional message.

[ColorCompletionFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

[ColorGameOverFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

contextualCommands

The contextual commands to display.

[ColorConversationFrameBuilder](#)

[KeyTypes](#) ([NetAF.Rendering.KeyType.html](#))

keyType

The type of key to use.

[ColorGameOverFrameBuilder](#)

[int](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

width

The width of the frame.

[ColorHelpFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

[int](#) ([NetAF.Rendering.FrameBuilders.CommandHelp.html](#))

height

The height of the frame.

[ColorRegionMapBuilder](#)

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#)
↳ [ColorTitleFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ [NetAF Conversations](#)

ITitleFrameBuilder ([NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
(NetAF.Extensions.html)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
(NetAF.Interpretation.html)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color
(NetAF.Logic.html)

Assemblies: [NetAF](#)

Syntax

↳ [NetAF Rendering](#)

(NetAF.Rendering.html)

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame Builders Color](#)

ColorTitleFrameBuilder(GridStringBuilder)
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Initializes a new instance of the ColorTitleFrameBuilder class.

 ATSCColor

Declaration

 ColorAboutFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

```
public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
```

 ColorCompletionFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

Parameters

gridStringBuilder ([GridStringBuilder.html](#))

 ColorConversationFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

 ColorGameOverFrameBuilder

 ([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

 GridStringBuilder

 ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

 ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

+ **NetAF.Conversations**

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ **NetAF.Rendering**

Type [\(NetAF.Rendering.html\)](#)

Description

+ **NetAF.Rendering.Frame**
AnsiColor([NetAF.Renderings.FrameBuilders.Color.AnsiColor.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

DescriptionColor

- **NetAF.Rendering.Frame**

Get or set the description color.

Builders.Color

Declaration
`public AnsiColor DescriptionColor { get; set; }`

Property Value

ColorAboutFrameBuilder

([NetAF.Renderings.FrameBuilders](#))

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders.C](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Renderings.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Renderings.FrameBuilders](#))

ColorGameOverFrameBuilder

([NetAF.Renderings.FrameBuilders](#))

TitleColor

HelpFrameBuilder

([NetAF.Renderings.FrameBuilders](#))

Get or set the title color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Methods

(NetAF.Conversations.html)

+ NetAF.Conversations.

Build(string string, int, int)
Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

public IFrame Build(string title, string description, int width, int height)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type
(NetAF.Logic.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

+ NetAF.Rendering.Frame

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.

(NetAF.Rendering.FrameBuilder)

Returns

- NetAF.Rendering.Frame

Type
Builders.Color

Description

(NetAF.Rendering.FrameBuilder)

IFrame (<https://learn.microsoft.com/dotnet/api/system.string>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

Implements

IColorFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ITitleFrameBuilder (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance Assets Locations Summary

↳ [NetAF Commands](#)
↳ [ColorTransitionFrameBuilder](#)
(NetAF.Commands.html)

Implements

+ **NetAF Conversations**

[ITransitionFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))
(NetAF.Conversations.html)

Inherited Members

+ **NetAF Conversations**.

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instructions.html)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF Interpretation**

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color
(NetAF.Rendering.FrameBuilders.Color.html)

Assemblies

↳ **NetAF Logic**
(NetAF.Logic.html)

Syntax

↳ **NetAF Rendering**

(NetAF.Rendering.html)

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

+ **NetAF Rendering Frame Builders**

Builders

[\(NetAF.Rendering.FrameBuilders.ColorBuilder.html\)](#)

CONSTRUCTORS

- **NetAF Rendering Frame**

Builders Color

ColorTransitionFrameBuilder(GridStringBuilder)

(NetAF.Rendering.FrameBuilders.ColorTransitionFrameBuilder.GridStringBuilder.html)

Initializes a new instance of the ColorTransitionFrameBuilder class.

 ATSCColor

Declaration

 ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

 public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

 ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

Parameters

gridStringBuilder [GridStringBuilder](#)

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

 ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

Properties

BackgroundColor

Get or set the background color.

Declaration
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`
([NetAF.Commands.html](#))

Property Value

+ NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	

+ **NetAF.Conversations** `AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct.html](#))

BorderColor

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ NetAF.Rendering

Type	Description
(NetAF.Rendering.html)	

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

MessageColor

- **NetAF.Rendering.Frame**

Get or set the message color.

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

Property Value

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

`public AnsiColor MessageColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property Value

`ColorCompletionFrameBuilder`

Type

`NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder`

ColorConversationFrameBuilder

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

TitleColor

([NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder.html](#))

Get or set the title color.

ColorRegionMapBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description	
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)		
+ NetAF.Commands (NetAF.Commands.html)		
+ NetAF.Conversations Methods (NetAF.Conversations.html)		
+ NetAF.Conversations. Build(string string, int, int) Instructions (NetAF.Conversations.Instruct		
+ NetAF.Extensions Declaration (NetAF.Extensions.html)		
+ NetAF.Interpretation (NetAF.Interpretation.html)		
Parameters		
+ NetAF.Logic Type (NetAF.Logic.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title to display to the user.
+ NetAF.Rendering (NetAF.Rendering.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ NetAF.Rendering.Frame Builders int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(NetAF.Rendering.FrameBuilder		
- NetAF.Rendering.Frame		
Type		
Builders.Color		
(NetAF.Rendering.FrameBuilder		
IFrame (NetAF.Rendering.Frames.IFrame.html)		
AnsiColor		
(NetAF.Rendering.FrameBuilders.C		
olorAboutFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)		
IColorCompetitorFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorConversationFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorHelpFrameBuilder		
(NetAF.Rendering.FrameBuilders.C		
ColorRegionMapBuilder		

Namespace NetAF.Rendering.Frames

Classes

Filter by title

[GridTextFrame \(NetAF.Rendering.Frames.GridTextFrame.html\)](#)

Provides a grid based frame for displaying a command based interface.

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

Interfaces

+ [NetAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)

[IFrame \(NetAF.Rendering.Frames.IFrame.html\)](#)

+ [NetAF.Commands](#)

Represents any object that is a frame that can display a command based interface.

(NetAF.Commands.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilder

+ [NetAF.Rendering.Frame](#)

Builders.Color

(NetAF.Rendering.FrameBuilder

- [NetAF.Rendering.Frames](#)

(NetAF.Rendering.Frames.htm

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridTextFrame

+ NetAF.Assets.Characters

Implements

(NetAF.Assets.Characters.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html))

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ NetAF.Conversations

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/dotnet/html)).Rendering ([NetAF.Rendering.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html)).Frames ([NetAF.Rendering.Frames.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.html))

Assembly: NetAF.dll

+ NetAF.Conversations.

Syntax

Instructions

([NetAF.Conversations.Instruction](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Constructors

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

+ NetAF.Logic

Initializes ([NetAF.Logic.html](#)) of the GridTextFrame class.

Delegates

NetAF.Rendering

([NetAF.Rendering.html](#))

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, int backgroundcolor)

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders.Color

GridStringBuilder

([NetAF.Rendering.FrameBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- NetAF.Rendering.Frames

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.
int	cursorLeft	The cursor left position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

+ NetAF.Assets.Attributes

([NetAF.Assets.Attributes.html](#))

Properties

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

AcceptsInput

+ NetAF.Assets.Interaction

Get or set if this Frame accepts input.

([NetAF.Assets.Interaction.html](#))

Declaration

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

```
public bool AcceptsInput { get; set; }
```

+ NetAF.Commands

([NetAF.Commands.html](#))

+ Type NetAF.Conversations

([NetAF.Conversations.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ Type NetAF.Extensions.

([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

public AnsiColor BackgroundColor { get; }

+ NetAF.Logic

Property Value

([NetAF.Logic.html](#))

Type

+ NetAF.Rendering

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ NetAF.Rendering.Frame

Builders

CursorLeft

([NetAF.Rendering.FrameBuilders.html](#))

Get the cursor left position.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

([NetAF.Rendering.FrameBuilders.html](#))

```
public int CursorLeft { get; }
```

- NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	



CursorTop

+ NetAF.Assets.Attributes

Get the cursor top position.

([NetAF.Assets.Attributes.html](#))

Declaration

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#)
public int CursorTop { get; }

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

Property Value

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands

([NetAF.Commands.html](#))

ShowCursor

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Get or set if the cursor should be shown.

+ NetAF.Conversations.

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#)
bool ShowCursor { get; set; }

+ NetAF.Extensions

Property Value

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

b (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

([NetAF.Logic.html](#))

Methods

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

Render this frame on a writer.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ NetAF.Rendering.Frame

Builders.Color

public void Render(TextWriter writer)

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	writer	The writer.

ToString()

Returns a string that represents the current object.

+ NetAF.Assets.Attributes

([NetAF.Assets.Attributes.html](#))

Declaration

+ NetAF.Assets.Characters

public override string ToString()
([NetAF.Assets.Characters.html](#))

+ NetAF.Assets.Interaction

Returns

([NetAF.Assets.Interaction.html](#))

Type

+ NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Assets.Locations.html](#))

Description

A string that represents the current object.

+ NetAF.Commands

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Conversations

Implements

([NetAF.Conversations.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuild](#)

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuild](#)

- NetAF.Rendering.Frames

([NetAF.Rendering.Frames.htm](#))

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Properties

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

AcceptsInput

(NetAF.Commands.html)

Get or set if this Frame accepts input.

+ **NetAF.Conversations**

Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

 bool AcceptsInput { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ **NetAF.Extensions**

Type

(NetAF.Extensions.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Enums

NetAF.Logic

(NetAF.Logic.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders

Color

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilder

- **NetAF.Rendering.Frames**

C(NetAF.Rendering.Frames.htm

Description

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

+ **NetAF.Assets.Attributes**

Type

([NetAF.Assets.Attributes.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

ShowCursor

NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

Get or set if the cursor should be shown.

+ **NetAF.Assets.Locations**

Declaration

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Property Value

+ **NetAF.Conversations**

Type

([NetAF.Conversations.html](#))

Description

+ **NetAF.Conversations**

Instructions

([NetAF.Conversations.Instruct](#))

Methods

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Render(TextWriter)

([NetAF.Interpretation.html](#))

Render this frame on a writer.

+ **NetAF.Logic**

Declaration

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Void [Render\(TextWriter writer\)](#)

([NetAF.Rendering.html](#))

NetAF.Rendering.Frame

Builders

Type

([NetAF.Rendering.FrameBuilder](#))

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

+ **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

- **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

▼

- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

+ **NetAF.Assets.Interaction**

Provides a class for helping to make Regions.
[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Provides a class for helping to make Regions.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

Interfaces

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

IAssetTemplate<T> ([NetAF.Utilities.IAssetTemplate-1.html](#))

+ **NetAF.Conversations**

This interface represents a template for an asset.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

- **NetAF.Utilities**

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

↳ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public interface IAssetTemplate<out T>

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Type Parameters

+ **NetAF.Assets.Locations**

Name Description
([NetAF.Assets.Locations.html](#))

T The type of asset being templated.

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

Methods

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instantiations

([NetAF.Conversations.Instruct](#))

Instantiate a new instance of the templated asset.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Returns

+ **NetAF.Logic**

T ([NetAF.Logic.html](#))

Description

+ **TNetAF.Rendering**

The asset.

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

- **NetAF.Utilities**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Assets Characters**

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF Assets Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Interaction.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF Assets Locations**

equals(system-object-system-object))

([NetAF.Assets.Locations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations.**

Instructions

public sealed class OverworldMaker

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **NetAF.Logic**

Initializes a new instance of the OverworldMaker class.

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ **NetAF.Rendering.Frame**

Builders

+ **NetAF.Rendering.FrameBuilder**

+ **NetAF.Rendering.Frame**

Name

Description

Builders Color

Identifier ([NetAF.Assets.Identifier.html](#))

identifier

An identifier for the region.

([NetAF.Rendering.FrameBuilder.html](#))

Description ([NetAF.Assets.Description.html](#))

description

A description for the region.

+ **NetAF.Rendering.Frames**

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

([NetAF.Rendering.Frames.html](#))

regionMakers

The region makes to use to construct regions.

- **NetAF.Utilities**

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)  
(NetAF.Assets.Attributes.html)
```

Parameters

+ NetAF.Assets.Characters

Type	Name	Description
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Interaction.html)	identifier	An identifier for the region.
+ NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html)	description	A description for the region.
+ NetAF.Commands (NetAF.Commands.html)	regionMakers	The region makes to use to construct regions.

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

Makes

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public Overworld Make()

(NetAF.Interpretation.html)

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Rendering

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Rendering.html)

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

- NetAF.Utilities

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Interaction.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF.Assets.Locations**

equals(system-object-system-object))

([NetAF.Assets.Locations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations.**

Instructions

public sealed class RegionMaker

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

RegionMaker(Identifier, Description)

+ **NetAF.Logic**

Initializes a new instance of the RegionMaker class.

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Rendering.Frame**

Builders

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	An identifier for the region.
Description (NetAF.Assets.Description.html)	description	A description for the region.

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

RegionMaker(string, string)

- **NetAF.Utilities**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

Type	Name	Description
+ NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

this[int, int, int]

[\(NetAF.Commands.html\)](#)

Get or set the room at a location.

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

```
public Room this[int x, int y, int z] { get; set; }
```

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

+ [NetAF.Extensions](#)

Type

[\(NetAF.Extensions.html\)](#)

int

(<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ [NetAF.Interpretation](#)

int

(<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Property Value

+ [NetAF.Rendering](#)

Type

[\(NetAF.Rendering.html\)](#)

Room

([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Methods

[NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

[CanPlaceRoom\(int, int, int\)](#)

+ [NetAF.Rendering.Frames](#)

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

- [NetAF.Utilities](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
(NetAF.Assets.Attributes.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
+ NetAF.Assets.Characters int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Characters.html)	z	The Z position.

Return Value

Type	Description
+ NetAF.Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	True if the room can be placed, else false.

+ NetAF.Commands

GetRoomPositions()

(NetAF.Commands.html)

Get all current room positions.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

public RoomPosition[] GetRoomPositions()

Instructions

(NetAF.Conversations.Instruct)

Returns

+ NetAF.Extensions

Type ([NetAF.Extensions.html](https://learn.microsoft.com/dotnet/api/NetAF.Extensions.html))

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.RoomPosition.html))[]

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

Make() ([NetAF.Logic.html](https://learn.microsoft.com/dotnet/api/NetAF.Logic.html))

Make a region.

+ NetAF.Rendering

Declaration ([NetAF.Rendering.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html))

+ NetAF.Rendering.Frame

public Region Make()

Builders

(NetAF.Rendering.FrameBuilder)

Returns

+ NetAF.Rendering.Frame

Type ([NetAF.Rendering.FrameBuilders.Color](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.Color))

Region ([NetAF.Assets.Locations.Region.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Region.html))

(NetAF.Rendering.FrameBuilder)

Description

The room positions.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Make(RoomPosition)

- NetAF.Utilities

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	<i>startPosition</i>	The start position.

(NetAF.Assets.Characters.html)

Returns

+ NetAF.Assets.Interaction

Type	Description
+ Region (NetAF.Assets.Locations.Region.html)	The created region.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Make(int, int, int)
(NetAF.Commands.html)

Make a region.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations

```
public Region Make(int x, int y, int z)
```

Instructions

(NetAF.Conversations.Instruct

Parameters

Type	Name	Description
+ NetAF.Extensions (NetAF.Extensions.html)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ NetAF.Interpretation (NetAF.Interpretation.html)	z	The start z position.

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

Type
(NetAF.Rendering.html)

Region (NetAF.Assets.Locations.Region.html)

Description

The created region.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

- NetAF.Utilities