

# Namespace NetAF.Adapters

## Classes

Filter by title

### **SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)**

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

IIOAdapter

## Interfaces

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

SystemConsoleAdapter

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

### **IIOAdapter (NetAF.Adapters.IIOAdapter.html)**

#### + NetAF.Assets

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

#### + NetAF.Assets.Attributes

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

#### + NetAF.Assets.Characters

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

#### + NetAF.Assets.Interaction

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

#### + NetAF.Assets.Locations

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

#### + NetAF.Commands

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

#### + NetAF.Commands.

Persistence

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

#### + NetAF.Conversations

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

#### + NetAF.Conversations.

Instructions

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

#### + NetAF.Extensions

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

#### + NetAF.Interpretation

# Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

Syntax

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration  
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters  
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.Renderer.Frames.IFrame.html)

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Persistence

Setup(Game)

(NetAF.Commands.Persistence.html)

Setup for a game.

+ NetAF.Conversations

Declaration  
(NetAF.Conversations.html)

+ NetAF.Conversations.

void Setup(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type  
(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

WantsACKnowledge()

(NetAF.Logic.html)

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

Type	Description
<b>bool</b> <a href="#">(NetAF.Adapters.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) n) <a href="#">(NetAF.Adapters.IIOAdapter.html)</a> SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdap	True if the acknowledgment was received correctly, else false.

## + [NetAF.Assets](#)

[\(NetAF.Assets.html\)](#)  
Wait for input.

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

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

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

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

Returns

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

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

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

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

+ [NetAF.Commands.](#)  
**Persistence**

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

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

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

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

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

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

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

# Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

## + NetAF.Adapters

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

Implements

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

SystemConsoleAdapter

Inherited Members

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

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

## + NetAF.Assets

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

## + NetAF.Assets.Attributes

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

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

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Characters

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

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

## + NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

## (NetAF.Assets.Interaction.html)

Syntax

## + NetAF.Assets.Locations

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

public sealed class SystemConsoleAdapter : IIIOAdapter

## + NetAF.Commands

### (NetAF.Commands.html)

## t NetAF.Commands.

## Methods

Persistence

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

## RenderFrame(IFrame)

### + NetAF.Conversations

#### (NetAF.Conversations.html)

## D NetAF.Conversations.

### Instructions

#### (NetAF.Conversations.Instruction.html)

## + NetAF.Extensions

Parameters

### (NetAF.Extensions.html)

Type

## + NetAF.Interpretation

### IFrame(IFrameRenderingFrame).IFrame.html

## + NetAF.Logic

### (NetAF.Logic.html)

Type	Name	Description
IFrame(IFrameRenderingFrame).IFrame	frame	The frame to render.

## Setup(Game)

Setup for a game.

Declaration

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

### Part: NetAFAdapters

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

SystemConsoleAdapter  
(NetAF.Adapters.SystemConsoleA

### + WaitForAcknowledge()

WaitForAcknowledge (NetAFAssets.html)

### De: NetAFAssets.Attributes

(NetAFAssets.Attributes.html)

public bool WaitForAcknowledge()

### + NetAFAssets.Characters

(NetAFAssets.Characters.html)

Returns

### + NetAFAssets.Interaction

Type  
(NetAFAssets.Interaction.html)

bool

### + NetAFAssets.Locations

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

### Description

True if the acknowledgment was received correctly, else false.

### + NetAFCommands

(NetAFCommands.html)

### WaitForInput()

### + NetAFCommands.

WaitForInput

### Persistence

(NetAFCommands.Persistence.html)

Declaration

### + NetAFConversations

public string WaitForInput()

(NetAFConversations.html)

### + NetAFConversations.

Returns

Instructions

Type  
(NetAFConversations.Instruct

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

### Description

The input.

### + NetAFExtensions

(NetAFExtensions.html)

### Implementation

(NetAFInterpretation.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

### + NetAFLogic

(NetAFLogic.html)

▼

- **NetAF.Adapters**  
[\(NetAF.Adapters.html\)](#)
  - IIOAdapter  
[\(NetAF.Adapters.IIOAdapter.html\)](#)
  - SystemConsoleAdapter  
[\(NetAF.Adapters.SystemConsoleAd](#)
- + **NetAF.Assets**  
[\(NetAF.Assets.html\)](#)
- + **NetAF.Assets.Attributes**  
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.htm](#)
- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
**Persistence**  
[\(NetAF.Commands.Persistence](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

# Namespace NetAF.Assets

## Classes

Filter by title ▾

### **ConditionalDescription (NetAF.Assets.ConditionalDescription.html)**

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

### - NetAF.Assets

### **Description (NetAF.Assets.Description.html)**

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

### Description

### **ExaminableObject (NetAF.Assets.ExaminableObject.html)**

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

(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

### **ExaminationRequest (NetAF.Assets.ExaminationRequest.html)**

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

### **ExaminationResult (NetAF.Assets.ExaminationResult.html)**

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

(NetAF.Assets.ExaminationScene.h)

IExaminable

### **ExaminationScene (NetAF.Assets.ExaminationScene.html)**

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

### **Identifier (NetAF.Assets.Identifier.html)**

(NetAF.Assets.IPlayerVisible.html)  
Provides a class that can be used as an identifier.

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

### **Item (NetAF.Assets.Item.html)**

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

#### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## Structs

#### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

#### **Size (NetAF.Assets.Size.html)**

#### + NetAF.Assets.Interaction

Represents a size.

(NetAF.Assets.Interaction.html)

#### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### + NetAF.Commands

# Interfaces

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

Represents any object that is examinable.



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

### + NetAF.Adapters

Represents any object that is a container of items.  
(NetAF.Adapters.html)

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

### (NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

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

### (NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

# Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** Description

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

Inherited Members

[ConditionalDescription](#)  
    [Description.Empty](#) ([NetAF.Assets.Description.html#NetAF\\_Assets\\_Description\\_Empty](#))  
    [\(NetAF.Assets.ConditionalDescription\)](#)  
    [object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
        ↳ [\(NetAF.Assets.Description.html\)](#)  
    [object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
        ↳ [ExaminableObject](#)  
    [equals\(System.Object-System.Object\)](#)  
    [\(NetAF.Assets.ExaminableObject\)](#)  
    [object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
        ↳ [ExaminationCallback](#)  
    [object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
        ↳ [\(NetAF.Assets.ExaminationCallback\)](#)  
    [object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
        ↳ [ExaminationRequest](#)  
    [object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
        ↳ [\(NetAF.Assets.ExaminationRequest\)](#)  
    [Namespace](#): [NetAF](#).([NetAF.html](#)).Assets ([NetAF.Assets.html](#))  
        ↳ [ExaminationResult](#)

Assembly: [NetAF.dll](#)

Syntax

```
public sealed class ConditionalDescription : Description  
    (NetAF.Assets.IExaminable.html)  
    IItemContainer  
    (NetAF.Assets.IItemContainer.html)
```

## Constructors

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

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

**ConditionalDescription(string, string, Condition)**

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

Represents a conditional description of an object.  
    [Size](#) ([NetAF.Assets.Size.html](#))

Declaration

+ **NetAF.Assets.Attributes**

[\(NetAF.Assets.Attributes.html\)](#)  
    public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

Type	Name	Description
<a href="#">(NetAF.Assets.Interaction.html)</a>		
<a href="#">string</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>trueDescription</i>	The true description.
<a href="#">(NetAF.Assets.Locations.html)</a>		
<a href="#">string</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>falseDescription</i>	The false description.

+ **NetAF.Commands**



# Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

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

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

ExaminationResult

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	The description

# Properties

## DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

Type	Description
(NetAF.Assets.ConditionalDescriptor.html)	

Description

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Assets.Description.html)	
---	--

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

ItemContainer	
---------------	--

Description ( <a href="https://learn.microsoft.com/dotnet/api/system.description">https://learn.microsoft.com/dotnet/api/system.description</a> )	
---	--

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

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

Identifier	
------------	--

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

Item ( <a href="https://learn.microsoft.com/dotnet/api/system.item">https://learn.microsoft.com/dotnet/api/system.item</a> )	
--	--

Size ( <a href="https://learn.microsoft.com/dotnet/api/system.size">https://learn.microsoft.com/dotnet/api/system.size</a> )	
--	--

## GetDescription()

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

### + NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
--	--

Description

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

### + NetAF.Commands

(NetAF.Commands.html)

▼

## (NetAF.Adapters.html)

### - NetAF.Assets

#### (NetAF.Assets.html)

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

### + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

#### (NetAF.Assets.Characters.htm

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

#### (NetAF.Commands.html)

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

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

Implements

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

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

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

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

Inherited Members

ExaminationScene

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

ExaminableObject

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

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

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

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

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

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

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, IRestoreFromObjectSerialization<ExaminableObject>

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

## + NetAF.Assets.Interaction

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

## Properties

+ [NetAF.Assets.Locations](#)

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

## Attributes

+ [NetAF.Commands](#)

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

Get the attribute manager for this object.

- [NetAF.Commands](#)

## Declaration

```
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)

#### GetDescription

commands.

(NetAF.Assets.Description.html)

#### Declaration

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

### Property Value

(NetAF.Assets.ExaminationRequest.html)

### Type

ExaminationResult

### Description

(NetAF.Assets.ExaminationResult.html)

### CustomCommand

(NetAF.Commands.CustomCommand.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

### Description

(NetAF.Assets.IExaminable.html)

IItemContainer

#### Get a description of this object.

(NetAF.Assets.ItemContainer.html)

#### IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

public Description Description { get; protected set; }

(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)

Description (NetAF.Assets.Description.html)

### + NetAF.Assets.Characters

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

### Examination

#### + NetAF.Assets.Interaction

Get the full breakdown of all examination of this object.

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

#### Declaration

### + NetAF.Assets.Locations

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

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

### + NetAF.Commands

#### (NetAF.Commands.html)

### Property Value

#### + NetAF.Commands

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

## Identifier

Get this objects identifier.

### - NetAF.Assets

Declaration

#### (NetAF.Assets.html)

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

Description

Property Value  
(NetAF.Assets.Description.html)

### Type ExaminableObject

(NetAF.Assets.ExaminableObject.html)  
Identifier (NetAF.Assets.Identifier.html)  
ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

Get one of these if this is visible to the player.  
(NetAF.Assets.ExaminationResult.html)

ExaminationScene

Declaration  
(NetAF.Assets.ExaminationScene.html)

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

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Type (NetAF.Assets.IPlayerVisible.html)

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

(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)

Examine this object.

### + NetAF.Assets.Interaction

Declaration

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

### + NetAF.Assets.Locations

InteractionResult Examine(ExaminationScene scene)

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

Parameters

### + NetAF.Commands

#### (NetAF.Commands.html)

### + NetAF.Commands

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

## RestoreFrom(ExaminableSerialization)

Description

(NetAF.Assets.Description.html)

Restore this object from a serialization.

ExaminableObject

Declaration

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Parameters

ExaminationResult

Type	Name	Description
ExaminationResult.IExaminationResult	serialization	The serialization to restore from.

ExaminationScene

ExaminableSerialization

(NetAF.Assets.ExaminationScene.IExaminationScene.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.IPlayerVisible.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier

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

(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)

# Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

```
ExaminationResult (NetAF.Assets.ExaminationResult.html)  
(NetAF.Assets.ExaminationScene.I  
IExaminable  
(NetAF.Assets.IExaminable.html)  
IItemContainer  
(NetAF.Assets.IItemContainer.html)  
IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)  
Identifier  
(NetAF.Assets.Identifier.html)  
Item (NetAF.Assets.Item.html)  
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**

# Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

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

Assembly: NetAF.dll

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

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

    Identifier

## Constructors

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

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

**ExaminationRequest(IExaminable, ExaminationScene)**

+ **NetAF.Assets.Attributes**

Represents a request to examine an IExaminable.

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

Declaration

+ **NetAF.Assets.Characters**

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

    public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

Name

Description

Type	Name	Description
( <a href="#">NetAF.Assets.Locations.html</a> )	examinable	The object being examined.

+ **NetAF.Commands**

ExaminationScene

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

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

scene

ExaminationScene	scene	The scene the object is being examined from.
------------------	-------	--

+ **NetAF.Commands.**

Persistence

## ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

### (NetAF.Assets.html)

Parameters

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

ConditionalDescription  
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback  
(NetAF.Assets.ExaminationCallback.html)

## Properties

ExaminationRequest  
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult  
(NetAF.Assets.ExaminationResult.html)

Examinable  
(NetAF.Assets.Examinable.html)

ExaminationScene  
(NetAF.Assets.ExaminationScene.html)

Get the examinable object  
(NetAF.Assets.Examinable.html)

IExaminable  
(NetAF.Assets.IExaminable.html)

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

IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)

Identifier  
(NetAF.Assets.Identifier.html)

IExaminable  
(NetAF.Assets.IExaminable.html)

Size  
(NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

Scope  
(NetAF.Assets.Attributes.html)

## NetAF.Assets.Characters

Declaration  
(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

Property Value  
(NetAF.Assets.Locations.html)

Type

## + NetAF.Commands

ExaminationScene  
(NetAF.Assets.ExaminationScene.html)

## + NetAF.Commands.

### Persistence

Description



## (NetAF.Assets.html)

ConditionalDescription  
(NetAF.Assets.ConditionalDescripti  
Description  
(NetAF.Assets.Description.html)  
ExaminableObject  
(NetAF.Assets.ExaminableObject.h  
ExaminationCallback  
(NetAF.Assets.ExaminationCallbac  
ExaminationRequest  
(NetAF.Assets.ExaminationReques  
ExaminationResult  
(NetAF.Assets.ExaminationResult.I  
ExaminationScene  
(NetAF.Assets.ExaminationScene.I  
IExaminable  
(NetAF.Assets.IExaminable.html)  
IItemContainer  
(NetAF.Assets.IItemContainer.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.Commands.

Persistence

# Class ExaminationResult

Represents the result of an examination.

Filter by title

## Inheritance

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

## Inherited Members

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

## ItemContainer

Assembly: NetAF.dll  
(NetAF.Assets.IItemContainer.html)

## Syntax

IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)

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

## Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

Init(NetAF.Assets.Characters.html) Initializes a new instance of the ExaminationResult class.

Declarative  
NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)  
public ExaminationResult(string description)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type  
(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Name	Description
description	A description of the result.



ConditionalDescription  
(NetAF.Assets.ConditionalDescriptor.html)  
Description  
(NetAF.Assets.Description.html)  
ExaminableObject  
(NetAF.Assets.ExaminableObject.html)  
ExaminationCallback  
(NetAF.Assets.ExaminationCallback.html)  
ExaminationRequest  
(NetAF.Assets.ExaminationRequest.html)  
ExaminationResult  
(NetAF.Assets.ExaminationResult.html)  
ExaminationScene  
(NetAF.Assets.ExaminationScene.html)  
IExaminable  
(NetAF.Assets.IExaminable.html)  
IItemContainer  
(NetAF.Assets.IItemContainer.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.Commands.**

**Persistence**

(NetAF.Commands.Persistence.html)

# Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: NetAF.dll

Syntax

`public class ExaminationScene : IExaminable`

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

## Constructors

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

**ExaminationScene(Character, Room)**

### + NetAF.Assets.Characters

Represents a scene that an examination occurs in.

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

Declaration

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

Parameters

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

Type	Name	Description
<b>+ NetAF.Commands</b>		
<b>Character</b> <b>(NetAF.Commands.html)</b> (NetAF.Assets.Characters.Character.html)	examiner	The character who is examining the object.
<b>+ NetAF.Commands.</b> Room (NetAF.Assets.Locations.Room.html) <b>Persistence</b> <b>(NetAF.Commands.Persistence.html)</b>	room	The room the examinable is being examined from.

### + NetAF.Conversations

## ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

  ↳ Conditional description...

Parameters

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

## Properties

### Examiner

Get the EXAMINER.

IExaminable

Declaration

(NetAF.Assets.IExaminable.html)

IItemContainer

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type (NetAF.Assets.Identifier.html)

Description

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

Description

ExaminationScene (NetAF.Assets.ExaminationScene.html)

### + NetAF.Commands.

Persistence

Room

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

Get the room the examinable is being examined from.

## Declaration

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

Property Value	
Type	Description
NetAF.Assets.ConditionalDescriptor	Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Description.html)

ExaminableObject  
(NetAF.Assets.ExaminableObject.html)  
ExaminationCallback  
(NetAF.Assets.ExaminationCallback.html)  
ExaminationRequest  
(NetAF.Assets.ExaminationRequest.html)  
ExaminationResult  
(NetAF.Assets.ExaminationResult.html)  
ExaminationScene  
(NetAF.Assets.ExaminationScene.html)  
IExaminable  
(NetAF.Assets.IExaminable.html)  
IItemContainer  
(NetAF.Assets.IItemContainer.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.Commands.

**Persistence**

**(NetAF.Commands.Persistence.html)**

## + NetAF.Conversations

# Interface IExaminable

Represents any object that is examinable.

Filter by title

## Inherited Members

Description
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible) (NetAF.Assets.Description.html)
IRestoreFromObject<ExaminableSerialization>.RestoreFrom(ExaminableSerialization) ExaminableObject (NetAF.Serialization.IRestoreFromObjectSerialization- (NetAF.Assets.ExaminableObject.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_) ExaminationCallback
Namespace NetAF (NetAF.html) Assets (NetAF.Assets.html)
Assembly NetAF
Syntax
NetAF.Assets.ExaminationRequest
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
public interface IExaminable : IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer

## Properties

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

## Attributes

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

Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

Declaration
-------------

## + NetAF.Assets.Attributes

AttributeManager Attributes [ get; ]
(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

Property Value
(NetAF.Assets.Characters.html)

Type
------

## + NetAF.Assets.Interaction

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

Description

## + NetAF.Assets.Locations

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

## Commands

### + NetAF.Commands

Get this objects commands.
(NetAF.Commands.html)

Declaration
-------------

### + NetAF.Commands.

#### Persistence

CUSTOMCommand[] Commands { get; }
(NetAF.Commands.Persistence.html)

## + NetAF.Conversations

Property Value
(NetAF.Conversations.html)

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

## Description

Get a description of this object.

Description

Declaration  
(NetAF.Assets.Description.html)

ExaminableObject

NetAF.Assets.ExaminableObject; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Property Value

ExaminationRequest

Type  
NetAF.Assets.ExaminationRequest

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

## Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration  
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Type

Description

## + NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## - NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

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

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

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

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

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

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

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

+ **NetAF.Conversations**

# Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

## Inherited Members

(NetAF.Assets.Description.html)  
IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Identifier)  
ExaminableObject  
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Description)  
(NetAF.Assets.ExaminableObject.r)  
IExaminable.Commands (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Commands)  
ExaminationCallback  
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Attributes)  
(NetAF.Assets.ExaminationCallback)  
IExaminable.Examine (ExaminationScene)  
ExaminationRequest  
(NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Examine\_NetAF\_Assets\_ExaminationScene\_)  
(NetAF.Assets.ExaminationRequest)  
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)  
ExaminationResult  
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)  
(NetAF.Assets.ExaminationResult.)  
(NetAF.Serialization.IRestoreFromObjectSerialization-  
ExaminationScene  
1.html#NetAF\_Serialization\_IRestoreFromObjectSerialization\_1\_RestoreFrom\_\_0\_)  
(NetAF.Assets.ExaminationScene.)

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

Asset (NetAF.Assets.IExaminable.html)

## Syntax

```
(NetAF.Assets.IItemContainer.html)

IPlayerVisible
public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSer
ialization<ExaminableSerialization>
    Identifier
    (NetAF.Assets.Identifier.html)
    Item (NetAF.Assets.Item.html)
    Size (NetAF.Assets.Size.html)
```

## Properties

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Items

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the items.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Item[] Items { get; }

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type (NetAF.Commands.html)

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

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

## Methods

Conversations (NetAF.Conversations.html)

## Description

## AddItem(Item)

Add an item.

Declaration

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

  Description

Parameters  
**Type** (NetAF.Assets.Description.html)

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

## RemoveItem(Item)

Remove an item.  
Parameters

Declaration  
NetAF.Assets.ExaminationScene.IExaminable  
void RemoveItem(Item item)

Parameters  
**Type** (NetAF.Assets.IPlayerVisible.html)  
Identifier  
Item (NetAF.Assets.Item.html)  
(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.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.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

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

ExaminationCallback

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

ExaminationRequest

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

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

ItemContainer

Get `(NetAF.Assets.ItemContainer.html)`

IPlayerVisible

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

Identifier

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

(NetAF.Assets.Identifier.html)

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

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

## + **NetAF.Assets.Attributes**

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

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

Description

## + **NetAF.Assets.Characters**

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

## + **NetAF.Assets.Interaction**

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

## + **NetAF.Assets.Locations**

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

## + **NetAF.Commands**

**(NetAF.Commands.html)**

## + **NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

## + **NetAF.Conversations**

**(NetAF.Conversations.html)**

## + **NetAF.Conversations.**

# 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)

Implements

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

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

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

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.IExaminable.html)

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

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

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

(NetAF.Assets.Identifier.html)

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

Assembly: NetAF.dll

Size (NetAF.Assets.Size.html)

Syntax

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html) : IEquatable<string>, IEquatable<Identifier>

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Constructors

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Identifier(string)

+ NetAF.Assets.Locations

Provides a class that can be used as a location identifier.

(NetAF.Assets.Locations.html)

Declarations

NetAF.Commands

(NetAF.Commands.html)

    public Identifier(string name)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

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

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The name.

# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequests

Type ExaminationResult

Description

(NetAF.Assets.ExaminationResults

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScenes

IExaminable

## IdentifiableName

(NetAF.Assets.Examinable.html)

IItemContainer

Get the name as a case insensitive identifier.

(NetAF.Assets.ItemContainer.html)

Declaration

(NetAF.Assets.IPlayerVisible.html)

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

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

+ Type

## NetAF.Assets.Attributes

Description

(NetAF.Assets.Attributes.html)

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

## NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

## NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

## NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

## NetAF.Commands

(NetAF.Commands.html)

Property Value

## NetAF.Commands.

Description

Type

Persistence

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

(NetAF.Commands.Persistence)

## NetAF.Conversations

(NetAF.Conversations.html)

## Methods

NetAF.Conversations.

Instructions

## Equals(Identifier)

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

Declaration

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

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

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

Returns  
`ExaminationResult (NetAF.Assets.ExaminationResult.html)`

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

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

`IItemContainer (NetAF.Assets.IItemContainer.html)`

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

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

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

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

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

Declaration

+ **NetAF.Assets.Attributes**

`(NetAF.Assets.Attributes.html)`  
public bool Equals(string other)

+ **NetAF.Assets.Characters**

`(NetAF.Assets.Characters.html)`  
Parameters

Type	Name	Description
<code>(NetAF.Assets.Interaction.html)</code> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<code>other</code>	An object to compare with this object.

+ **NetAF.Assets.Locations**

`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands**

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

+ **NetAF.Commands**  
false (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>).  
`Persistence (NetAF.Commands.Persistence.html)`

+ **NetAF.Conversations**

`(NetAF.Conversations.html)`

`ToString()`

+ **NetAF.Conversations**.

`Instructions`

Returns a string that represents the current object.

Declaration

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

>Returns

Type	Description
<a href="#">ExaminableObject</a> <a href="#">ExaminationCallback</a> <a href="#">string</a> ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> ) ( <a href="#">NetAF.Assets.ExaminationCallback</a> )	A string that represents the current object.

Overrides

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

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

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

## Implements

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

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

[IItemContainer](#)

([NetAF.Assets.IItemContainer.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.Commands.

[Persistence](#)

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

## + NetAF.Conversations

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

## + NetAF.Conversations.

[Instructions](#)

# Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

↳ [ExaminationCallback](#)  
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ [ExaminableObject](#) ([NetAF.Assets.ExaminableObject.html](#))  
↳ [ExaminationRequest](#)  
↳ [Item](#)  
↳ [ExaminationRequest](#)  
↳ [ExaminationResult](#)  
IExaminationResult ([NetAF.Assets.ExaminationResult.html](#))  
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))  
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable  
Examinable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>  
IIInteractWithItem ([NetAF.Assets.IInteractWithItem.html](#))<InteractWithItem.html>  
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ItemSerialization  
([NetAF.Serialization.AssetContainerSerialization.html](#))>  
IPlayerVisible  
Inherited Members  
↳ [\(NetAF.Assets.IPlayerVisible.html\)](#)  
ExaminableObject.Examination  
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examination\)](#)  
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))  
ExaminableObject.Description  
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Description\)](#)  
+ **NetAF.Assets.Attributes**  
ExaminableObject.Commands  
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Commands\)](#)  
ExaminableObject.Attributes  
+ **NetAF.Assets.Characters**  
ExaminableObject.Examine (ExaminationScene)  
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examine\\_NetAF\\_Assets\\_Examination  
Scene\)](#)  
+ **NetAF.Assets:Interaction**  
ExaminableObject.IsPlayerVisible  
↳ [\(NetAF.Assets.Interaction.html\)](#)  
+ **NetAF.Assets:Locations**  
ExaminableObject.RestoreFrom (ExaminableSerialization)  
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_RestoreFrom\\_NetAF\\_Serialization\\_As  
sets\\_ExaminableSerialization\\_\)](#)  
object.Equals (object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))  
+ **NetAF.Commands**  
object.Equals (object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
object.GetHashCode () (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals (object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
+ **NetAF.Conversations**  
object.ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
+ **NetAF.Conversations**.Assets ([NetAF.Assets.html](#))  
+ **NetAF.Conversations**.Instructions  
+ **NetAF.Conversations**.Instructions

## Syntax

```
public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IRotateObject, ISerializeObject, IInteractWithItem, IRotateFromObject, ISerializeObject
```

▼

## Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

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

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult)

Initializes a new instance of the Item class.

ExaminationScene

Declaration

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html) identifier, Description description, bool isTakeable = false, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Parameters

Identifier

Type (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Identifier (NetAF.Assets.Identifier.html)

Size (NetAF.Assets.Size.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

bool (https://openapi.netaf.com/api/system/boolean)

isTakeable (NetAF.Assets.Boolean.html)

Specify if this item is takeable.

+ NetAF.Assets.Characters

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Characters.html)

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Assets.Interaction.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

(NetAF.Commands of the Item class.

### Persistence

Declaration

(NetAF.Commands.Persistence)

+ NetAF.Conversations

string (NetAF.Conversations.html)

commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

+ NetAF.Conversations.

Instructions

Parameters

NetAF.Commands of the Item class.

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This Items identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description of this Item.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>isTakeable</i>	Specify if this item is takeable.
CustomCommand ( <a href="#">NetAF.Commands.CustomCommand.html</a> )	<i>commands</i>	This objects commands.
InteractionCallback ( <a href="#">NetAF.Assets.ExaminationCallback.html</a> )	<i>interaction</i>	The interaction.
ExaminationRequest ( <a href="#">NetAF.Assets.Interaction.InteractionCallback.html</a> )		
ExaminationResult ( <a href="#">NetAF.Assets.ExaminationCallback.html</a> )	<i>examination</i>	The examination.

## Properties

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

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

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

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

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

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

public InteractionCallback Interaction { get; }

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

### + NetAF.Assets.Attributes

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

Type

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

IsTakeable

### + NetAF.Assets.Locations

Get or set if this is takeable.

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

Declaration

### + NetAF.Commands

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

public bool IsTakeable { get; }

### + NetAF.Commands.

Persistence

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

Type

### + NetAF.Conversations

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

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

### + NetAF.Conversations.

Instructions

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

Instructions

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

Type	Description

Type	Description

Type	Description

# Methods

## Interact(Item)

Interact with an item.

Declaration

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

ExaminationRequest

Parameters

ExaminationResult

Type (NetAF.Assets.ExaminationResult.html)

Item (NetAF.Assets.Item.html)

(NetAF.Assets.ExaminationScene.html)

Returns IExaminable

(NetAF.Assets.IExaminable.html)

Type ItemContainer

(NetAF.Assets.IItemContainer.html)

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

## RestoreFrom(ItemSerialization)

Item (NetAF.Assets.Item.html)

Restore this object from a serialization.

Size (NetAF.Assets.Size.html)

Declaration

## NetAF.Assets.Attributes

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

```
public void RestoreFrom(ItemSerialization serialization)
```

## + NetAF.Assets.Characters

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

Parameters

## + NetAF.Assets.Interaction

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

ItemSerialization

## + NetAF.Assets.Locations

### (NetAF.Serialization.ObjectSerialization.html)

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

## + NetAF.Commands

### (NetAF.Commands.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

IInteractWithItem (NetAF.Commands.Persistence.IInteractWithItem.html)

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

## + NetAF.Conversations

### (NetAF.Conversations.html)

## + NetAF.Conversations.

### Instructions



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

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

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

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

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

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

↳ [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.Commands.**

**Persistence**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

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

Assembly Container

Syntax (<NetAF.Assets.IItemContainer.html>)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)  
public readonly struct Size  
Identifier  
(NetAF.Assets.Identifier.html)  
Item (<NetAF.Assets.Item.html>)

## Constructors

Size (int, int) (<NetAF.Assets.Size.html>)

Size (int, int, int) (<NetAF.Assets.Size.html>)

## + NetAF.Assets.Attributes

(<NetAF.Assets.Attributes.html>)

## + NetAF.Assets.Characters

Represents a size.

(<NetAF.Assets.Characters.html>)

Declaration

## + NetAF.Assets.Interaction

(<NetAF.Assets.Interaction.html>)

## + NetAF.Assets.Locations

Parameters

(<NetAF.Assets.Locations.html>)

## + NetAF.Commands

in (<NetAF.Commands.html>)

int (<NetAF.Commands.html>)

Name

Description

width

The width.

height

The height.

## Persistence

(<NetAF.Commands.Persistence.html>)

## + NetAF.Conversations

(<NetAF.Conversations.html>)

## + NetAF.Conversations.

### Height

#### Instructions

Get (<NetAF.Conversations.Instruct.html>)

Set (<NetAF.Conversations.Instruct.html>)

## Declaration

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

### Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Assets.ExaminationCallback)	

### Width

Declaration  
ExaminationScene

Get ExaminationScene

Declaration  
IExaminable

(NetAF.Assets.IExaminable.html)

public int Width { get; }

(NetAF.Assets.IItemContainer.html)

### IPlayerVisible

Property Value  
(NetAF.Assets.IPlayerVisible.html)

Type Identifier

(NetAF.Assets.Identifier.html)

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

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.Commands.

Persistence

(NetAF.Commands.Persistence.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

# Namespace NetAF.Assets.Attributes

## Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

# Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

↳ Attribute

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

Implements

- **NetAFAssets.Attributes**

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

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

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

Attribute

Inherited Members

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

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

([NetAF.Attributes.Attributes.AttributeN.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.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

Persistence

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

Constructors

NetAF.Conversations

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

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

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

Declaration

+ **NetAF.Extensions**

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

name, string description, int minimum, int maximum)

+ **NetAF.Interpretation**

Parameters

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

Type		Name	Description
+ <b>NetAF.Logic</b>	( <a href="#">NetAF.Logic.html</a> )	name	Specify the name of the attribute.

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

+ **NetAF.Persistence**

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

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

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

### NetAF.Assets.Characters

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

public string Description { get; }

## + NetAF.Assets.Interaction

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

Property Value

## + NetAF.Assets.Locations

Type

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

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

## + NetAF.Commands

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

### NetAF.Commands.

**Persistence**

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

Declaration

## + NetAF.Conversations

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

public int Maximum { get; }

## + NetAF.Conversations.

**Instructions**

Property Value

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

Type

## + NetAF.Extensions

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

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

## + NetAF.Interpretation

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

### + NetAF.Logic

Get the minimum limit of the attribute.

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

Declaration

## + NetAF.Persistence

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) ▼	

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

## Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Adapters.html)</a>	

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration  
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

## Property Value

### + NetAF.Assets.Characters

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

Description

+ NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## Methods

### + NetAF.Commands

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

### FromSerialization(AttributeSerialization)

### + NetAF.Commands.

Create a new Attribute from a serialization.

Persistence

Declaration

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

## + NetAF.Conversations

```
public static Attribute FromSerialization(AttributeSerialization serialization)
```

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

## Partial Type Instructions

Type	Name	Description
<a href="#">(NetAF.Conversations.Instruction.html)</a>	serialization	The serialization to create the Attribute from.

Returns

## + NetAF.Interpretation

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

Description

+ NetAF.Logic

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

## + NetAF.Persistence

## RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type  
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

### Implements

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

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.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.Persistence**

# Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

## + NetAF.Assets

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

## NetAF.Assets.Attributes

Implements

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

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

## + NetAF.Assets.Characters

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

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

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

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

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

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

## + NetAF.Assets.Locations

NameSpace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Attributes (NetAF.Assets.Attributes.html)

Assembly: NetAF.dll

## + NetAF.Commands

Syntax

### (NetAF.Commands.html)

+ NetAF.Commands  
↳ Class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

## Persistence

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

## + NetAF.Conversations

### (NetAF.Conversations.html)

## Properties

### + NetAF.Conversations.

Instructions

Count

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

Get the number of attributes this manager has.

## + NetAF.Extensions

### (NetAF.Extensions.html)

## + NetAF.Interpretation

public int Count { get; }

### (NetAF.Interpretation.html)

## + NetAF.Logic

Property Value

### (NetAF.Logic.html)

Type

Description

## + NetAF.Persistence

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

### (NetAF.Persistence.html)

# Methods

## Add(Attribute, int)

Add a value to an attribute.

Declaration

### + NetAF.Assets

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

### - NetAF.Assets.Attributes

Parameters

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

Type Attribute

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

AttributeManager

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

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

Type	Name	Description
Attribute	<i>attribute</i>	The attribute.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>value</i>	The value.

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

### + NetAF.Assets.Locations

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

### + NetAF.Commands

Parameters

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

#### Persistence

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

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

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

### + NetAF.Conversations

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

## GetAsDictionary()

### Instructions

Get all attributes as a dictionary.

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

Declaration

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)  
`public Dictionary<Attribute, int> GetAsDictionary()`

### + NetAF.Interpretation

Parameters

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

### + NetAF.Logic

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

### + NetAF.Persistence

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

Type	Description
Dictionary ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2">https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2</a> ) <Attribute ( <a href="#">NetAF.Assets.Attributes.Attribute.html</a> ), int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )>	A dictionary where the key are the attributes and the values are the values.

## + NetAF.Assets

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

### - NetAF.Assets.Attributes

Get all attributes.  
[\(NetAF.Assets.Attributes.html\)](#)

Declaration

Attribute  
(NetAF.Assets.Attributes.Attribute.h  
public Attribute[] GetAttributes()  
(NetAF.Assets.Attributes.AttributeV

## R NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

## Description

An array of attributes.

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

### + NetAF.Assets.Locations

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

Get the value of an attribute.

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

### + NetAF.Commands.

public int GetValue(Attribute attribute)

#### Persistence

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

Parameters

### + NetAF.Conversations

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

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

## Name

## Description

attribute

The attribute.

### + NetAF.Conversations.

#### Instructions

Returns

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

Type

### + NetAF.Extensions

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

## Description

The value.

### + NetAF.Interpretation

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

#### GetValue(String)

### + NetAF.Logic

Get the value of an attribute.

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

Declaration

### + NetAF.Persistence

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

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

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	attributeName	The name of the attribute.

## + NetAF.Assets

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

Type	Description
<b>- NetAF.Assets.Attributes</b> <a href="#">(NetAF.Assets.Attributes.html)</a>	

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

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

## Remove(Attribute)

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

Remove an attribute.

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Interaction

```
public void Remove(Attribute attribute)
```

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

## + NetAF.Assets.Locations

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

Type	Name	Description
Attribute ( <a href="#">NetAF.Assets.Attributes.Attribute.html</a> )	attribute	The attribute.

## + NetAF.Commands.

### Remove(string)

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

Remove an attribute.

## + NetAF.Conversations

Declaration

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

## + NetAF.Conversations.

### Instructions

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

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	attributeName	The name of the attribute.

## + NetAF.Interpretation

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

## RemoveAll()

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

## RemoveAll()

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

Remove all assets.

## NetAF.Persistence

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

```
public void RemoveAll()
```

## RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

### + NetAF.Assets

Declaration

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

### - NetAF.Assets.Attributes

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

Parameters

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

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

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

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

### + NetAF.Assets.Characters

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

## Subtract(Attribute, int)

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

Subtract a value from an attribute.

### + NetAF.Assets.Locations

Declaration

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

### + NetAF.Commands

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

Parameters

+ NetAF.Commands.

Persistence

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

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

### + NetAF.Conversations

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

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

### + NetAF.Conversations.

## Subtract(string, int)

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

Subtract a value from an attribute.

### + NetAF.Extensions

Declaration

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

### + NetAF.Interpretation

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

Parameters

+ NetAF.Logic

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

+ NetAF.Persistence

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

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

Type	Name	Description
<a href="#">(NetAF.Persistence.html)</a>	<a href="#">attributeName</a>	The name of the attribute.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	value	The value.

## Implements

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

+ **NetAF.Assets**

    ([NetAF.Assets.html](#))

- **NetAF.Assets.Attributes**

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

        Attribute

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

        AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

    ([NetAF.Commands.html](#))

+ **NetAF.Commands.**

**Persistence**

        ([NetAF.Commands.Persistence.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.Persistence**

    ([NetAF.Persistence.html](#))

# Namespace NetAF.Assets.Characters

## Classes

Filter by title

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

#### + **NetAF.Assets**

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

#### + **NetAF.Assets.Attributes**

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

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

#### - **NetAF.Assets.Characters**

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

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

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

IConverser

## Interfaces

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

PlayableCharacter  
Represents an object that can converse.

#### + **NetAF.Assets.Interaction**

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

#### + **NetAF.Assets.Locations**

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

#### + **NetAF.Commands**

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

#### + **NetAF.Commands.**

Persistence

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

#### + **NetAF.Conversations**

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

#### + **NetAF.Conversations.**

Instructions

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

#### + **NetAF.Extensions**

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

#### + **NetAF.Interpretation**

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

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

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

- **NetAF.Assets.Characters**

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

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

Character

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

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

IConverser

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

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

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

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

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

Inherited Members

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

+ **NetAF.Assets.Locations**

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

+ **NetAF.Commands**

ExaminableObject.Commands

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

Persistence

ExaminableObject.Examine(ExaminationScene)

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination

Scope)

+ **NetAF.Conversations**

ExaminableObject.IsPlayerVisible

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

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

+ **NetAF.Conversations.Instruct**

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_As

sets\_ExaminableSerialization)

([NetAF.Conversations.Instruct.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.Extensions**

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

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

equals(system-object-system-object))

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

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

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

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

+ **NetAF.Logic**

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

object.MemberwiseClone()

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

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

**Assembly:** NetAF.dll

Syntax



+ **NetAF.Assets**  
  public abstract class Character : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>  
**(NetAF.Assets.html)**

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

Character

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

IConverser

Get **NetAF.Assets.Characters.IConverser**

NonPlayableCharacter

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

Property Value

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

Type

+ **NetAF.Assets.Locations**

InteractionCallback<Interaction>

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

+ **NetAF.Commands**

**(NetAF.Commands.html)**

IsAlive

+ **NetAF.Commands.**

Get if this character is alive.

**Persistence**

Declaration

**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

public bool IsAlive { get; protected set; }

**(NetAF.Conversations.html)**

+ **NetAF.Conversations.**

Property Value

**Instructions**

Type

**(NetAF.Conversations.Instructions.html)**

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

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

**NetAF.Interpretation**

**(NetAF.Interpretation.html)**

Get the items.

+ **NetAF.Logic**

**(NetAF.Logic.html)**

Get the logic.

## Declaration

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

### Property Value

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

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### AddItem(item)

Character

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

IConverser

Declaration  
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public void AddItem(Item item)

PlayableCharacter

(NetAF.Assets.Characters.Playable)

Parameters

### + NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## FIndItem(string, out Item, bool)

(NetAF.Commands.html)

Find an item.

### + NetAF.Commands.

Declaration

## Persistence

(NetAF.Commands.Persistence)

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

### + NetAF.Conversations

(NetAF.Conversations.html)

Parameters

### + NetAF.Conversations.

Type Instructions

(NetAF.Conversations.Instruction)

string

Name

Description

The items name.

### + NetAF.Extensions

(NetAF.Extensions.html)

Item (NetAF.Assets.Item.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

Type	Name	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

>Returns

Type	Description
<b>(NetAF.Assets.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item was found.

#### + NetAF.Assets.Attributes

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

#### GiveItemToCharacter

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

Give an item to another in game Character.

Character

Declaration:

`(NetAF.Assets.Characters.Character)`

IConverser

`public void GiveItemToCharacter(Item item, Character character)`

NonPlayableCharacter

`(NetAF.Assets.Characters.NonPlay`

Parameters

PlayableCharacter

Type: `NetAF.Assets.Characters.Playable`

Name

Description

#### + NetAF.Assets.Interaction

*item*

The item to give.

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

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

*character*

The Character to give the item to.

#### + NetAF.Assets.Locations

Returns:

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

#### + NetAF.Commands

Description

#### b (NetAF.Commands.html)

True if the transaction completed OK, else false.

#### + NetAF.Commands.

##### Persistence

#### HasItem(item, bool)

##### **(NetAF.Commands.Persistence.html)**

Determine if this PlayableCharacter has an item.

#### + NetAF.Conversations

Declaration:

##### **(NetAF.Conversations.html)**

#### + NetAF.Conversations.

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

##### Instructions

##### **(NetAF.Conversations.Instruct**

Parameters

#### + NetAF.Extensions

#### Type (NetAF.Extensions.html)

Name

Description

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

*item*

The item.

#### + NetAF.Interpretation

##### **(NetAF.Interpretation.html)**

#### + NetAF.Logic

##### **(NetAF.Logic.html)**

Type	Name	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

>Returns

Type	Description
<b>(NetAF.Assets.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is found, else false.

#### + NetAF.Assets.Attributes

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

#### **Interact(\$item).Characters**

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

Interact with an item.

Character

Declaration:

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

IConverser

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

NonPlayableCharacter

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

Parameters:

PlayableCharacter

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

Name

Description

#### + NetAF.Assets.Interaction

*item*

The item to interact with.

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

Returns

#### + NetAF.Assets.Locations

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

Description

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

The result of the interaction.

#### + NetAF.Commands

##### **(NetAF.Commands.html)**

#### Persistence

Interact with a specified item.

##### **(NetAF.Commands.Persistence.html)**

Declaration:

#### + NetAF.Conversations

##### **(NetAF.Conversations.html)**

protected virtual InteractionResult [InteractWithItem\(Item item\)](#)

#### + NetAF.Conversations.

#### Instructions

Parameters:

##### **(NetAF.Conversations.Instruction.html)**

Name

Description

Type

#### + NetAF.Extensions

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

##### **(NetAF.Extensions.html)**

*item*

The item to interact with.

#### + NetAF.Interpretation

##### **(NetAF.Interpretation.html)**

#### + NetAF.Logic

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

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

## Kill()

Kill the characters

(NetAF.Assets.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## RemoveItem(Item)

Character

(NetAF.Assets.Characters.Character)

Remove an item.

IConverser

Declaration

NetAF.Assets.Characters.IConverser

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## RestoreFrom(CharacterSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

+ NetAF.Commands.

Declaration

## Persistence

(NetAF.Commands.Persistence)

public Void RestoreFrom(CharacterSerialization serialization)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

## Instructions

CharacterSerialization

(NetAF.Conversations.Instruction)

(NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

## Implements

+ NetAF.Interpretation

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

ItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Logic

NetAF.Assets.IExaminable.html

Aspects

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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.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)

# Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

IExaminable.Identifier ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Identifier)

+ **NetAF.Assets.Attributes**

IExaminable.Description ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Description)

IExaminable.Commands ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Commands)

IExaminable.Attributes ([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Attributes)

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

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

([NetAF.Assets.IExaminable.html](#)#NetAF\_Assets\_IExaminable\_Examine\_NetAF\_Assets\_ExaminationScene\_)

Character

IPlayerVisible.IsPlayerVisible ([IPlayerVisible.html](#)#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF\_Serialization\_IRestoreFromObjectSerialization\_1\_RestoreFrom\_\_0\_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

**Properties**

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

+ **NetAF.Commands.**

**Conversation**

Persistence

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

Get the conversation.

Declaration:

+ **NetAF.Conversations**

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

Conversation Conversation { get; }

+ **NetAF.Conversations.**

**Instructions**

Property Value

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

Type

+ **NetAF.Extensions**

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

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

Description

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

▼

**(NetAF.Assets.html)**

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

Character

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

IConverser

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

NonPlayableCharacter

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

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

**(NetAF.Commands.html)**

+ **NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

Character.IsAlive ([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_IsAlive)

+ **NetAF.Commands**

Character.Interaction

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

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Interaction)

Character.Kill () ([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Kill)

+ **NetAF.Commands.**

Character.HasItem(Item, bool)

**Persistence**

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_HasItem\_NetAF\_Assets\_Item\_System\_Boolean\_)

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

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.Conversations**

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

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Give\_NetAF\_Assets\_Item\_Net

AF\_Assets\_Characters\_Character\_)

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

Character.Interact(Item)

+ **NetAF.Extensions**

Character.Interact\_NetAF\_Assets\_Item\_([NetAF.Extensions.htm](#))

Character.AddItem(Item)

+ **NetAF.Interpretation**

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_AddItem\_NetAF\_Assets\_Item\_)

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

([NetAF.Assets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_RemoveItem\_NetAF\_Assets\_I

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

Character.RestoreFrom(CharacterSerialization)  
(NetAF.Assets.Characters.Character.html#NetAF\_Assets\_Characters\_Character\_RestoreFrom\_NetAF\_Serialization\_Assets\_CharacterSerialization\_)

ExaminableObject.Examination  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)

ExaminableObject.Description  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

+ **NetAF Assets Attributes**  
(NetAF.Assets.Attributes.html) NetAF\_Assets\_ExaminableObject\_Commands)

ExaminableObject.Attributes  
- **NetAF Assets Characters**  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.Examine(ExaminationScene)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene)

NonPlayableCharacter  
(NetAF.Assets.Characters.Character.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene)

ExaminableObject.IsPlayerVisible  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

NonPlayableCharacter.RestoreFrom(ExaminableSerialization)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_ExaminableSerialization\_)

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

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

+ **NetAF Commands.**

Syntax

**Persistence**  
(NetAF.Commands.Persistence)  
public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IObjectSerialization<CharacterSerialization>, IConverser, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<NonPlayableCharacterSerialization>

+ **NetAF Conversations.**

**Instructions**  
(NetAF.Conversations.Instructions)

**Constructors**  
(NetAF.Conversations.Constructors)

+ **NetAF Extensions**  
(NetAF.Extensions.html)

**NonPlayableCharacter**(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)  
(NetAF.Interpretation.html)

Initializes a new instance of the NonPlayableCharacter class.

+ **NetAF Logic**  
Declaration  
(NetAF.Logic.html)

+ **NetAF Persistence**

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

## Parameters

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

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

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

+ **NetAF.Assets.Interaction**

Initializes a new instance of the NonPlayableCharacter class.

Declaration  
+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)  
public NonPlayableCharacter(Identifier identifier, Description description, bool isAlive)

+ **NetAF.Commands**  
Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null  
[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Parameters

**Persistence**

Type	Name	Description
+ <b>NetAF.Commands.Persistence</b> Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.
+ <b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a>	<i>description</i>	The description.
+ <b>NetAF.Conversations</b> bool isAlive (System.Boolean.com/dotnet/api/system.boolean)	<i>isAlive</i>	If this character is alive.
+ <b>NetAF.Conversations</b> Conversation (NetAF.Conversations.Conversation.html) <a href="#">(NetAF.Conversations.Instruct)</a>	<i>conversation</i>	The conversation.
CustomCommand (NetAF.Commands.CustomCommand.html)[] <a href="#">(NetAF.Commands.html)</a>	<i>commands</i>	This objects commands.
+ <b>NetAF.Extensions</b> InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) <a href="#">(NetAF.Extensions.html)</a>	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html)	<i>examination</i>	The examination.
+ <b>NetAF.Interpretation</b> <a href="#">(NetAF.Interpretation.html)</a>		

**NonPlayableCharacter(string, string, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)**  
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Persistence**

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

## + NetAF.Assets.Attributes

Parameters

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

Type

#### - NetAF.Assets.Characters

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

### (NetAF.Assets.Characters.htm)

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

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

IConverser

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

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

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

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

(NetAF.Assets.Characters.NonPlay

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

### (NetAF.Assets.Characters.Playable

(NetAF.Assets.Characters.PlayableCharacter.html)

## + NetAF.Assets.Interaction

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

## Properties

### + NetAF.Assets.Locations

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

## Conversation

### + NetAF.Commands

Get the conversation.

### (NetAF.Commands.html)

Declaration

### + NetAF.Commands.

#### Persistence

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

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

## + NetAF.Conversations

Property value

### (NetAF.Conversations.html)

Type

### + NetAF.Conversations.

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

## Instructions

### (NetAF.Conversations.Instruct

## + NetAF.Extensions

## Methods

### (NetAF.Extensions.html)

## + NetAF.Interpretation

### RestoreFrom(NonPlayableCharacterSerialization)

Restore a [NetAF](#) object from a serialization.

### (NetAF.Logic.html)

Declaration

## + NetAF.Persistence

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

## Parameters

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

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

## implements

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

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

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## + NetAF.Commands

### (NetAF.Commands.html)

## + NetAF.Commands.

### Persistence

### (NetAF.Commands.Persistence.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.Persistence

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
  - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
  - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
    - ↳ Character ([NetAFAssets.Characters.Character.html](#))
      - ↳ PlayableCharacter
  - Character
  - Implements
    - ([NetAFAssets.Characters.Character.html](#))
    - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
    - ItemContainer ([NetAFAssets.ItemContainer.html](#))
    - IConverger ([NetAFAssets.Characters.IConverger.html](#))
    - IExaminable ([NetAFAssets.IExaminable.html](#))
    - INonPlayableCharacter ([NetAFAssets.Characters.INonPlayableCharacter.html](#))
    - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
    - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
    - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
  - + **NetAFAssets.Interaction**
    - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_IsAlive)
  - + **NetAFAssets.Locations**
    - Character.Interaction
  - ([NetAFAssets.Locations.html](#))
  - + **NetAFCommands**
    - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Kill)
  - Character.HasItem(item, bool)
    - ([NetAFCommands.html](#))
  - + **NetAFCommands**
    - Character.AddItem(item, System.Boolean\_)
      - ([NetAFCommands.Persistence.html](#))
  - Character.FindItem(string, out Item, bool)
    - ([NetAFCommands.Persistence.html](#))
  - + **NetAFConversations**
    - Character.Give(item, Character)
      - ([NetAFConversations.html](#))
  - ([NetAFConversations.Instruction.html](#))
  - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_Items)
  - + **NetAFExtensions**
    - Character.AddItem(item, System.Boolean\_)
      - ([NetAFExtensions.html](#))
  - Character.AddItem(item, System.Boolean\_)
    - ([NetAFExtensions.html](#))
  - Character.RemoveItem(item)
    - ([NetAFExtensions.html](#))
  - + **NetAFInterpretation**
    - Character.RemoveItem(item, System.Boolean\_)
      - ([NetAFInterpretation.html](#))
  - Character.RestoreFrom(CharacterSerialization)
    - ([NetAFAssets.Characters.Character.html](#)#NetAF\_Assets\_Characters\_Character\_RestoreFrom\_NetAF\_Serialization)
  - + **NetAFLogic**
    - Character.RestoreFrom(CharacterSerialization)
      - ([NetAFLogic.html](#))
  - ([NetAFLogic.html](#))
  - + **NetAFPersistence**
    - ([NetAFPersistence.html](#))

ExaminableObject.Examination  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)  
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)  
ExaminableObject.Description  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)  
ExaminableObject.Commands  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)  
ExaminableObject.Attributes--  
~~(NetAF.Assets.Attributes.html)~~ NetAF\_Assets\_ExaminableObject\_Attributes)  
ExaminableObject.Examine(ExaminationScene)  
- **NetAF.Assets.Characters**  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination\_Scene\_)  
Character  
ExaminableObject.IsPlayerVisible  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)  
PlayableObject.RestoreFrom(ExaminableSerialization)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_PlayableObject)  
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)))  
PlayableObjectCharacter  
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**  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
**(NetAF.Assets.Interaction.html)**  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
**(NetAF.Assets.Locations.html)**  
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)  
+ **NetAF Commands**  
Assembly: NetAF.dll  
**(NetAF.Commands.html)**  
+ **NetAF Commands.**  
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>  
**(NetAF.Commands.Persistence.html)**  
+ **NetAF Conversations**  
**(NetAF.Conversations.html)**  
Constructors  
+ **NetAF Conversations.**  
Instructions  
**(NetAF.Conversations.Instruction.html)**  
PlayableCharacter(Identifier, Description, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)  
+ **NetAF Extensions**  
**(NetAF.Extensions.html)**  
Initializes a new instance of the PlayableCharacter class.  
+ **NetAF Interpretation**  
**(NetAF.Interpretation.html)**  
public PlayableCharacter(Identifier identifier, Description description, Item[] item  
+ **NetAF Logic**  
s = null, CustomCommand[] commands = null, InteractionCallback interaction = null, E  
**(NetAF.Logic.html)**  
+ **NetAF Persistence**  
**(NetAF.Persistence.html)**

## Parameters

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

Character

(NetAF.Assets.Characters.Character)

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

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter

Declaration  
(NetAF.Assets.Characters.PlayableCharacter)

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

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### Parameters

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

## + NetAF.Logic

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

## + NetAF.Persistence

Initializes a new instance of the PlayableCharacter class.

(NetAF.Persistence.html)

## Declaration

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



## Parameters

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

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

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

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

#### Declaration

#### + NetAF.Commands

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

#### + NetAF.Commands

([NetAF.Commands.html](#))  
InteractionCallback examination = null)

#### Persistence

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

#### Parameters

Type	Name	Description
Type ( <a href="#">NetAF.Conversations.html</a> )	identifier	The identifier.
string ( <a href="#">NetAF.Conversations.html</a> )	description	The description.
Type ( <a href="#">NetAF.Extensions.html</a> )	canConverse	If this object can converse with an IConverser.
Type ( <a href="#">NetAF.Extensions.html</a> )[]	items	The items.
Type ( <a href="#">NetAF.Interpretation.html</a> )[]	commands	This objects commands.
Type ( <a href="#">NetAF.Logic.html</a> )	interaction	The interaction.
Type ( <a href="#">NetAF.Persistence.html</a> )		

Type	Name	Description
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

▼

## Properties

(NetAF.Assets.Attributes.html)

### - NetAF.Assets.Characters CanConverse (NetAF.Assets.Characters.html)

Get if this playable character can converse with an IConverser.

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

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

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

NonPlayableCharacter

NonPlayables  
(NetAF.Assets.Characters.NonPlayables.html)

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

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

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Methods

### + NetAF.Commands

(NetAF.Commands.html)

UseItem(Item, IIInteractWithItem)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Declaration

### + NetAF.Conversations

public InteractionResult UseItem(Item item, IIInteractWithItem targetObject)

### + NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
NetAF.Conversations.Instruct	item	The item to use.
Item (NetAF.Assets.Item.html)	targetObject	A target object to use the item on.

### + NetAF.Extensions

(NetAF.Extensions.html)

(NetAF.Assets.Interaction.IIInteractWithItem.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

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

### + NetAF.Persistence

(NetAF.Persistence.html)

# Implements

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

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

### - **NetAF.Assets.Characters**

#### **(NetAF.Assets.Characters.htm**

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

### + **NetAF.Assets.Interaction**

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

### + **NetAF.Assets.Locations**

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

### + **NetAF.Commands**

#### **(NetAF.Commands.html)**

### + **NetAF.Commands.**

#### **Persistence**

#### **(NetAF.Commands.Persistence.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.Persistence**

#### **(NetAF.Persistence.html)**

# Namespace NetAF.Assets.Interaction

## Classes

Filter by title

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

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

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

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

### - NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

Represents a result.  
Condition

(NetAF.Assets.Interaction.Condition)

### InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

## Enums

### InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.

(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

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

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

+ NetAF.Assets.Locations

Enumeration of reaction results.

(NetAF.Assets.Locations.html)

## Delegates

### NetAF.Commands

(NetAF.Commands.html)

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

Persistence

Represents a callback for conditions.

(NetAF.Commands.Persistence)

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

(NetAF.Conversations.html)

Represents the callback for interacting with objects.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

▼

**(NetAF.Assets.html)**

**+ NetAF.Assets.Attributes**

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

**+ NetAF.Assets.Characters**

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

**- NetAF.Assets.Interaction**

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

**+ NetAF.Assets.Locations**

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

**+ NetAF.Commands**

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

**+ NetAF.Commands.**

Persistence

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

**+ NetAF.Conversations**

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

**+ NetAF.Conversations.**

Instructions

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

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

## + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

Type	Description
Condition bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	The result of the condition.

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Commands.

Persistence

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

# Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

## Methods

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

IInteractWithItem

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

**Interact(Item)**

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

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

Reaction

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

Parameters

ReactionResult

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

+ **NetAF.Assets.Locations**

Returns

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

## + **NetAF.Assets.Characters**

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

- **NetAFAssetsInteraction**

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

Parameters

Condition

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

InteractionCallback

Returns **NetAF.Assets.Interaction.InteractionEffect**

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

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

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

Reaction

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

ReactionResult

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

Result

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

## + **NetAF.Assets.Locations**

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

## + **NetAF.Commands**

**(NetAF.Commands.html)**

## + **NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

## + **NetAF.Conversations**

**(NetAF.Conversations.html)**

## + **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### - NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

Name	Description
FatalEffect	A fatal effect to the interaction. (NetAF.Assets.Interaction.InteractionEffect)
ItemUsedUp	Item was used up. (NetAF.Assets.Interaction.InteractionEffect)
NoEffect	No effect to the interaction on either the item or the target. Reaction
SelfContained	The item contained effect. (NetAF.Assets.Interaction.InteractionEffect)
TargetUsedUp	The target was used up. (NetAF.Assets.Interaction.Reaction)

Result

(NetAF.Assets.Interaction.Result)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

## + NetAF.Conversations

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

# Class InteractionResult

Represents a result of an interaction.

Filter by title

## Inheritance

[NETAF Assets.Characters](#)

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

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

## - NetAF Assets.Interaction

↳ InteractionResult

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

## Inherited Members

Condition

Result ([\(NetAF Assets.Characters.html#NetAF\\_Assets\\_Interaction\\_Result\\_Description\)](#))

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

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

public sealed class InteractionResult : Result

## + NetAF.Assets.Locations

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

## Constructors

### + NetAF.Commands

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

**InteractionResult(InteractionEffect, Item)**

### + NetAF.Commands.

Initializes a new instance of the InteractionResult class.

## Persistence

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

## + NetAF.Conversations

public InteractionResult(InteractionEffect effect, Item item)

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

## + NetAF.Conversations.

Parameters

### Instructions

Type

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

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

### + NetAF.Extensions

Item

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

Type	Name	Description
InteractionEffect ( <a href="#">NetAF.Assets.Interaction.InteractionEffect.html</a> )	effect	The effect of this interaction.
Item ( <a href="#">NetAF.Extensions.html</a> )	item	The item used in this interaction.

## + NetAF.Interpretation

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

## InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type  
(NetAF.Assets.Interaction.html)

InteractionEffect

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

InteractWithItem

Item  
(NetAF.Assets.Item.html)  
(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

(NetAF.Assets.Interaction.InteractionResult)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type  
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value  
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Item  
(NetAF.Conversations.html)

Get the item used in the interaction.

+ **NetAF.Conversations**.

Instructions

(NetAF.Conversations.Instruct)

public Item Item { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

▼

- **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
  - Condition  
[\(NetAF.Assets.Interaction.Condition.html\)](#)
  - 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  
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
  - ReactionResult  
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
  - Result  
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
**Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

# Class Reaction

Represents a reaction.

Filter by title

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Persistence

Declaration

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

+ **NetAF.Conversations**

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

Parameters

+ **NetAF.Conversations.**

Type Instructions

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

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

Name

Description

result

The result.

+ **NetAF.Extensions**

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

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

name

description

Description

A description of the result.

+ **NetAF.Interpretation**

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

# Properties

## Description

Get a description of the result.

Declaration

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

- **NetAF.Assets.Interaction**

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

Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.Condition.html)</a>	

InteractionCallback

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

InteractionEffect

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

## Result

Get the result.

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

Declaration

Reaction

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

public ReactionResult Result { get; }

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

Result

Property Value

Type	Description
<a href="#">+ NetAF.Assets.Locations</a>	

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

## + NetAF.Commands

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

## + NetAF.Commands.

**Persistence**

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

## + NetAF.Conversations

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

## + NetAF.Conversations.

**Instructions**

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

## + NetAF.Extensions

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

## + NetAF.Interpretation

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

# Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

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

## Fields

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

# Class Result

Represents a result.

Filter by title

Inheritance

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

## NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))  
public abstract class Result  
+ NetAF.Commands

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

## NetAF.Commands.

### Constructors

Persistence

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

### + NetAF.Conversations

Initializes a new instance of the Result class.

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

### Declaration

P NetAF.Conversations.  
Instructions

protected Result()

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

### + NetAF.Extensions

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

## Properties

Interpretation

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

## NetAF.Logic

Description

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

Get the description.

Declaration

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

Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> string <small>Condition</small> (learn.microsoft.com/dotnet/api/system.string)	

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

**Persistence**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

# Namespace NetAF.Assets.Locations

## Classes

Filter by title

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

(NetAF.Assets.Attributes.html)  
Represents an exit from a location.

### + NetAF.Assets.Characters

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

Provides a 3D matrix of rooms.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

#### - NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

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

Exit

Represents a region.  
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Represents a room  
(NetAF.Assets.Locations.Overworld)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.  
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.  
(NetAF.Assets.Locations.ViewPoint.html)

## Enums

(NetAF.Commands.html)

### + NetAF.Commands

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

Persistence

Enumeration of directions.  
(NetAF.Commands.Persistence)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

# Enum Direction

Enumeration of directions.

Filter by title

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

([NetAF\\_Assets\\_Attributes.html](#))

Assembly: NetAF.dll

## Syntax

([NetAF\\_Assets\\_Characters.html](#))

public enum Direction

## + NetAF.Assets.Interaction

([NetAF\\_Assets\\_Interaction.html](#))

## - NetAF.Assets.Locations

([NetAF\\_Assets\\_Locations.html](#))

## Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

## Extension Methods

DirectionExtensions\_Inverse (Direction)

([NetAF\\_Extensions\\_DirectionExtensions\\_Inverse\\_NetAF\\_Assets\\_Locations\\_Direction.html](#))

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

## + NetAF.Commands.

Persistence

([NetAF\\_Commands\\_Persistence.html](#))

## + NetAF.Conversations

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

## + NetAF.Conversations.

Instructions

([NetAF\\_Conversations\\_Instructions.html](#))

## + NetAF.Extensions

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

# Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ <b>NetAF.Assets.Characters</b> <a href="#">(NetAF.Assets.Characters.html)</a>	↳ Exit
+ <b>NetAF.Assets.Interaction</b> Implements <a href="#">(NetAF.Assets.Interaction.html)</a>	IExaminable (NetAF.Assets.IExaminable.html)
+ <b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a>	IPersistentObject<PlayerVisible> (NetAF.Assets.PlayerVisible.html)
	IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable Direction IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) (NetAF.Assets.Locations.Direction)
	IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < ExitSerialization Exit (NetAF.Serialization.Assets.ExitSerialization.html) > (NetAF.Assets.Locations.Exit.html)
Inherited Members	
	(NetAF.Assets.Locations.Matrix.html)
	ExaminableObject.Examination Overworld (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
	ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
	ExaminableObject.Description Region (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
	ExaminableObject.Commands Room (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
	ExaminableObject.Attributes RoomPosition (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
	ExaminableObject.Examine (ExaminationScene) ViewPoint (NetAF.Assets.Locations.ViewPoint)
	(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination Scope)
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a>	ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
+ <b>NetAF.Commands</b> RestoreFrom (ExaminableSerialization) <a href="#">(NetAF.Commands.Persistence.html)</a>	(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As sets_ExaminableSerialization)
+ <b>NetAF.Commands.Persistence</b> object.Equals(object) ( <a href="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)</a> )	
+ <b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a>	object.GetHashCode () ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gethashcode">https://learn.microsoft.com/dotnet/api/system.object.gethashcode</a> )
	object.GetType () ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gettype">https://learn.microsoft.com/dotnet/api/system.object.gettype</a> )
	object.ReferenceEquals (object, object) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.referenceequals">https://learn.microsoft.com/dotnet/api/system.object.referenceequals</a> )
	object.ToString () ( <a href="https://learn.microsoft.com/dotnet/api/system.object.tostring">https://learn.microsoft.com/dotnet/api/system.object.tostring</a> )
+ <b>NetAF.Extensions</b> Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html) <a href="#">(NetAF.Extensions.html)</a>	
Assembly: NetAF.dll	
+ <b>NetAF Interpretation</b>	

## Syntax

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

▼

## Constructors

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

Initializes a new instance of the Exit class.

### - NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
Direction  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
l (NetAF.Assets.Locations.Direction.  
l Description description = null, CustomCommand[] commands = null, InteractionCallb  
ack interaction = null, ExaminationCallback examination = null)  
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Region (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) Room	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Locations.Room.html)	identifier	An identifier for the exit.
RoomPosition Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.RoomPosition.html)	description	A description of the exit.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Locations.ViewPoint.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF.Commands ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Commands.html)	examination	The examination.

### + NetAF.Commands.

Persistence

## Properties

### + NetAF.Conversations

Direction (NetAF.Conversations.html)

### + NetAF.Conversations.

Get the direction of the exit.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

Direction { get; }

(NetAF.Extensions.html)

### + NetAF Interpretation

Property Value

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

## Interaction

Get the Interaction.

### NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

#### + NetAF.Assets.Interaction

public InteractionCallback Interaction { get; }

(NetAF.Assets.Interaction.html)

#### - NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

### IsLocked

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get if this Exit is locked.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

Room

bool IsLocked { get; }

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property Value

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

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

#### + NetAF.Commands

(NetAF.Commands.html)

#### + NetAF.Commands.

### Methods

Persistence

(NetAF.Commands.Persistence.html)

#### + NetAF.Conversations.

Interact(Item)

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Interact(Item item)

#### + NetAF.Extensions

Parameters

(NetAF.Extensions.html)

#### + NetAF Interpretation

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

Returns

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

#### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

#### Lock()

#### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

#### NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public void Lock()

    Direction

    (NetAF.Assets.Locations.Direction.

    Exit

    (NetAF.Assets.Locations.Exit.html)

#### RestoreFrom(ExitSerialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Restore this object from a serialization.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

    (NetAF.Assets.Locations.Region.html)

Room

    (NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	serialization	The serialization to restore from.

#### + NetAF.Commands

(NetAF.Commands.html)

#### Unlock()

#### NetAF.Commands.

Persistence

Unlock this exit.

(NetAF.Commands.Persistence.html)

Declaration

#### + NetAF.Conversations

(NetAF.Conversations.html)

    public void UNLOCK()

#### + NetAF.Conversations.

Instructions

#### Implements

(NetAF.Conversations.Instruct

#### IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

#### + NetAF Interpretation

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

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

▼

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**Instructions**

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF Interpretation**

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

## + NetAF.Assets.Characters

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

↳ Matrix

## + NetAF.Assets.Interaction

Inherited Members

## (NetAF.Assets.Interaction.html)

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

## - NetAF.Assets.Locations

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

↳ Direction

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

↳ Exit

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

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

↳ Matrix

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

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)

public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## Constructors

### Matrix(RoomPosition[])

## + NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

## ↳ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

## + NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

## + NetAF.Conversations.

RoomPositions (NetAF.Assets.Locations.RoomPosition.html)[]

Name

Description

roomPositions

The rooms to be represented.

(NetAF.Conversations.Instruct)

## + NetAF.Extensions

(NetAF.Extensions.html)

## Properties

## + NetAF.Interpretation

(NetAF.Interpretation.html)

## Depth

Get the depth of the matrix.

Declaration

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

### + NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

### + NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

### + NetAF.Commands

Declaration

(NetAF.Commands.html)

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

#### Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

x

The x position.

### + NetAF.Conversations

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

y

The y position.

#### Instructions

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

z

The z position.

### # NetAF.Extensions

(NetAF.Extensions.html)

Type

### + NetAF.Interpretation

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

(NetAF.Interpretation.html)

Description

The room.

## Width

Get the width of the matrix.

Declaration

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

### + NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

### + NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Methods

(NetAF.Assets.Locations.Direction.

Exit

### ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

Description

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

Description

The rooms, as a one dimensional array.

# Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

+ **NetAF Assets Interaction**

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

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

Implementation

([NetAF.Assets.Locations.html](#))

IExaminable ([NetAF.Assets.Examinable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Direction

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

([NetAF.Assets.Locations.Direction.html](#))

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Exit

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld

([NetAF.Assets.Locations.Exit.html](#))

Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>

Matrix

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

ExaminableObject.Examination

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examination)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_As

erializeExaminableObject\_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([NetAF.Commands.Persistence.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.Persistence.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>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instruction.html](#))

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

Syntax ([NetAF.Extensions.html](#))

+ **NetAF Interpretation**

([NetAF.Interpretation.html](#))

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

## ▼ Constructors

[\(NetAF.Assets.Characters.html\)](#)

### OverWorld(Identifier, Description, CustomCommand[], ExaminationCallback)

[\(NetAF.Assets.Interaction.html\)](#)

Initializes a new instance of the overworld class.

#### - NetAF.Assets.Locations

Declaration

[\(NetAF.Assets.Locations.html\)](#)

```
    Direction
public Overworld(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    Exit

```

[\(NetAF.Assets.Locations.Exit.html\)](#)

Parameters

Type	Name	Description
Overworld		
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> )	identifier	The identifier for this overworld.
Region Description ( <a href="#">NetAF.Assets.Description.html</a> ) ( <a href="#">NetAF.Assets.Region.html</a> )	description	A description of this overworld.
CustomCommand ( <a href="#">NetAF.Commands.CustomCommand.html</a> )[] ( <a href="#">NetAF.Assets.Room.html</a> )	commands	This objects commands.
ExaminationCallback ( <a href="#">NetAF.Assets.ExaminationCallback.html</a> ) RoomPosition	examination	The examination.

[\(NetAF.Assets.RoomPos.html\)](#)

[ViewPoint](#)

### Overworld(string, string, CustomCommand[], ExaminationCallback)

#### + NetAF.Commands

Initializes a new instance of the overworld class.

[\(NetAF.Commands.html\)](#)

Declaration

#### + NetAF.Commands.

[Persistence](#)  
Overworld(string identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)

#### + NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

#### + NetAF.Conversations.

Instructions

[string](https://learn.microsoft.com/dotnet/api/system.string) ([https://learn.microsoft.com/dotnet/api/system.string](#))

[identifier](#)

The identifier for this overworld.

#### + NetAF.Conversations.Instruct

Instructions

[string](https://learn.microsoft.com/dotnet/api/system.string) ([https://learn.microsoft.com/dotnet/api/system.string](#))

[description](#)

A description of this overworld.

#### + NetAF.Extensions

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)[]

[\(NetAF.Extensions.html\)](#)

[commands](#)

This objects commands.

ExaminationCallback ([NetAF.Assets.ExaminationCallback.html](#))

[examination](#)

The examination.

#### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

# Properties

## CurrentRegion

Get the current region.

Declaration

(NetAF.Assets.Characters.htm)

```
public Region CurrentRegion { get; }
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

- NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Region (NetAF.Assets.Locations.Region.html)

Direction (NetAF.Assets.Locations.Direction)

(NetAF.Assets.Locations.Direction.)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

Regions

Overworld

Declaration

(NetAF.Assets.Locations.Overworld)

Region

```
public Region[] Regions { get; }
```

Room

Property Value

RoomPosition

Type (NetAF.Assets.Locations.RoomPos)

ViewPoint

Region (NetAF.Assets.Locations.Region.html)[]

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

(NetAF.Commands.html)

## Methods

+ NetAF.Commands.

Persistence

AddRegion(Region) Persistence

+ NetAF.Conversations.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

```
public void AddRegion(Region region)
```

(NetAF.Conversations.Instruct)

Parameters

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	region	The region to add.

## Examine(ExaminationScene)

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

**(NetAF.Assets.Characters.htm)**

Parameters

Type	Name	Description
(NetAF.Assets.Interaction.html)	scene	The scene this object is being examined from.
(NetAF.Assets.ExaminationScene.html)		

**(NetAF.Assets.Locations.htm)**

Returns

Direction

Type	Description
(NetAF.Assets.Locations.Direction.Exit.html)	
(NetAF.Assets.Locations.Exit.html)	A ExaminationResult detailing the examination of this object.
(NetAF.Assets.ExaminationResult.html)	

(NetAF.Assets.Locations.Matrix.htm)

Overrides

Overworld

(NetAF.Assets.Examination.ExamineScene)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene)

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

**FindRegion(string, out Region)**

(NetAF.Assets.Locations.RoomPos.htm)

Find a region

ViewPoint

Declaration

+ NetAF.Commands

```
public bool FindRegion(string regionName, out Region region)
```

(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Persistence

Type

(NetAF.Commands.Persistence.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Conversations

(NetAF.Conversations.html)

region (https://learn.microsoft.com/dotnet/api/system.string)

Region (https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Move(Region)

(NetAF.Interpretation.html)

Move to a region.

Declaration

```
public bool Move(Region region)
```



Parameters

Type	Name	Description
+ Region (NetAF.Assets.Locations.Region.html) <a href="#">(NetAF.Assets.Interaction.html)</a>	region	The region to move to.

Returns

- [NetAF.Assets.Locations](#)

Type	Description
bool (learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction. Direction)	True if the region could be moved to, else false.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

**RemoveRegion(Region)**

Remove a region from this overworld.  
Overworld

Declaration

Region

```
public void RemoveRegion(Region region)
```

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters  
RoomPosition

Type	Name	Description
ViewPoint Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.ViewPoint)	region	The region to remove.

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

**RestoreFrom(OverworldSerialization)**

+ [NetAF.Commands](#).

Restore this object from a serialization.

**Persistence**

Declaration

[\(NetAF.Commands.Persistence\)](#)

+ [NetAF.Conversations](#)

```
public void RestoreFrom(OverworldSerialization serialization)
```

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

**Instructions**

Type

[\(NetAF.Conversations.Instruct\)](#)

OverworldSerialization

+ [NetAF.Extensions](#)

[\(NetAF.Serialization.Assets.OverworldSerialization.html\)](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

# Implements

IExaminable ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

▼

**([NetAF.Assets.Characters.html](#))**

+ **NetAF.Assets.Interaction**

**([NetAF.Assets.Interaction.html](#))**

- **NetAF.Assets.Locations**

**([NetAF.Assets.Locations.html](#))**

Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ **NetAF.Commands**

**([NetAF.Commands.html](#))**

+ **NetAF.Commands.**

**Persistence**

**([NetAF.Commands.Persistence.html](#))**

+ **NetAF.Conversations**

**([NetAF.Conversations.html](#))**

+ **NetAF.Conversations.**

**Instructions**

**([NetAF.Conversations.Instructions.html](#))**

+ **NetAF.Extensions**

**([NetAF.Extensions.html](#))**

+ **NetAF.Interpretation**

**([NetAF.Interpretation.html](#))**

# Class Region

Represents a region.

Filter by title

Inheritance

## + NetAF Assets Interaction

Object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF\\_Assets\\_Interaction.html\)](#)

↳ Region

## - NetAF Assets Locations

Implements

[\(NetAF\\_Assets.Locations.html\)](#)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF\_Assets\_Locations\_Direction.html)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable

Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

(NetAF\_Assets\_Locations\_Exit.html)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Region

Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

(NetAF\_Assets\_Matrix.html)

Inherited Members

↳ Overview

ExaminableObject.Examination

Region

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

(NetAF\_Assets\_Locations\_Room.html)

ExaminableObject.Identifier

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)

Room

ExaminableObject.Description

(NetAF\_Assets\_Locations\_Room.html)

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

RoomPosition

ExaminableObject.Commands

(NetAF\_Assets\_Locations\_RoomPos.html)

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)

ViewPoint

ExaminableObject.Attributes

(NetAF\_Assets\_Locations\_ViewPoint.html)

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.IsPlayerVisible

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

## + NetAF Commands

[\(NetAF.Commands.html\)](#)

## - NetAF Commands

ExaminableObject.RestoreFrom(NetAF.Serialization\_Asset\_Persistance)

set<ExaminableSerialization>()

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[\(NetAF.Commands.Persistence.html\)](#)

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).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

## + NetAF Extensions

Assembly: NetAF.dll  
[\(NetAF.Extensions.html\)](#)

Syntax

## + NetAF Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF Logic

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

## ▼ Constructors

### + NetAF.Assets.Interaction

**Region(Identifier, Description, CustomCommand[], ExaminationCallback)**

#### NetAF.Assets.Locations

Initializes a new instance of the Region class.

**(NetAF.Assets.Locations.html)**

Declaration

Direction

```
public Region(Identifier identifier, Description description, CustomCommand[] commands = null, ExaminationCallback examination = null)
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

[NetAF.Assets.Locations.Matrix.html](#)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	This Regions identifier.
Region (NetAF.Assets.Region.html)		
Description (NetAF.Assets.Description.html)	description	The description of this Region.
Room (NetAF.Assets.Room.html)		
CustomCommand (NetAF.Assets.CustomCommand.html)	commands	This objects commands.
RoomPosition (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

ViewPoint

[NetAF.Assets.ViewPoint.html](#)

**Region(string, string, CustomCommand[], ExaminationCallback)**

**+ NetAF.Commands**

**(NetAF.Commands.html)**

Initializes a new instance of the Region class.

**+ NetAF.Commands.**

Persistence

```
(NetAF.Commands.Persistence.Identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

Parameters

**+ NetAF.Conversations.**

Type

Instructions

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

**(NetAF.Conversations.Instruct.html)**

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**+ NetAF.Logic**

# Properties

## CurrentRoom

Get the current room.

Declaration

### + NetAF.Assets.Interaction

```
public Room CurrentRoom { get; }
```

(NetAF.Assets.Interaction.html)

## NetAF.Assets.Locations

Property value

(NetAF.Assets.Locations.html)

Type

Direction

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

### this[int, int, int]

(NetAF.Assets.Locations.Matrix.html)

Get a Room at specified location.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public Room this[int x, int y, int z] { get; }
```

Room (NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

Name

Description

x

The x position.

y

The y position.

z

The z position.

### + NetAF.Commands.

## Persistence

(NetAF.Commands.Persistence.html)

Type

Description

## NetAF.Conversations

Room (NetAF.Assets.Locations.Room.html)

The room.

(NetAF.Conversations.html)

### + NetAF.Conversations.

## Rooms

(NetAF.Conversations.Instruct.html)

Get the number of rooms region contains.

### + NetAF.Extensions

Declaration

(NetAF.Extensions.html)

### + NetAF.Interpretation

{ get; }

(NetAF.Interpretation.html)

Property Value

### + NetAF.Logic

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## VisibleWithoutDiscovery

Get if the current region is visible without discovery.

### + NetAF.Assets.Interaction

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

### - NetAF.Assets.Locations

VisibleWithoutDiscovery { get; set; }

[\(NetAF.Assets.Locations.html\)](#)

Property

Value

Type	Description
bool ( <a href="#">(NetAF.Assets.Locations.Exit.html)</a> )	

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[AddRoom\(Room, int, int, int\)](#)

[\(NetAF.Assets.Locations.Room.html\)](#)

Add Room to this region.

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

Declaration

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

public bool AddRoom(Room room, int x, int y, int z)

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

Type	Name	Description
Persistence		
Room ( <a href="#">(NetAF.Assets.Locations.Room.html)</a> )	room	The room to add.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position within the region.
int ( <a href="#">(NetAF.Conversations.html)</a> )	y	The y position within the region.
int ( <a href="#">(NetAF.Conversations.html)</a> )	z	The z position within the region.

### Instructions

Returns

[\(NetAF.Conversations.Instruct.html\)](#)

Type	Description
<a href="#">(NetAF.Extensions.html)</a>	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

[Examine\(ExaminationScene\)](#)

### + NetAF.Logic

Examine this object.

Declaration

```
public override ExaminationResult Examine(ExaminationScene scene)
```

Parameters

Type	Name	Description
+ <b>NetAF.Assets.Interaction</b> <a href="#">(NetAF.Assets.Interaction.html)</a>		
- <b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a>	scene	The scene this object is being examined from.

Returns

Type	Description
Direction <a href="#">(NetAF.Assets.Locations.Direction.html)</a>	

ExaminationResult

[\(NetAF.Assets.ExaminationResult.html\)](#)

Matrix

Overrides

Overworld

ExaminableObject.Examine(ExaminationScene)

[\(NetAF.Assets.Locations.Overworld.html\)](#)

ExaminableObject.Examine(ExaminationScene)

[\(NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examine\\_NetAF\\_Assets\\_ExaminationScene\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

## GetAdjoiningRoom(Direction)

RoomPosition

Get an adjoining room to the Room's CurrentRoom property.

ViewPoint

Declaration

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

## + NetAF.Commands

GetAdjoiningRoom(Direction direction)

[\(NetAF.Commands.html\)](#)

Parameters

## + NetAF.Commands.

Type	Name	Description
+ <b>NetAF.Commands.Persistence</b> Direction <a href="#">(NetAF.Assets.Locations.Direction.html)</a>	direction	The direction of the adjoining Room.

## + NetAF.Conversations

GetAdjoiningRoom(Direction)

[\(NetAF.Conversations.html\)](#)

## + NetAF.Conversations.

Instruct

Room  
[\(NetAF.Assets.Locations.Room.html\)](#)

The adjoining Room.

[\(NetAF.Conversations.Instruct.html\)](#)

## + NetAF.Extensions

GetAdjoiningRoom(Direction, Room)

[\(NetAF.Extensions.html\)](#)

GetAdjoiningRoom room.

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

#### Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html)	direction	The direction of the adjoining room.
+ NetAF.Assets.Room.html (NetAF.Assets.Interaction.html)	room	The room to use as the reference.

#### Returns

#### - NetAF.Assets.Locations

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The adjoining room.

(NetAF.Assets.Direction.Exit)  
Exit

(NetAF.Assets.Locations.Exit.html)  
Matrix

Get the position of a room.  
Overworld

Declaration  
(NetAF.Assets.Locations.Overworld)

Region

```
public RoomPosition GetPositionOfRoom(Room room)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters  
RoomPosition

Type	Name	Description
ViewPoint Room (NetAF.Assets.Locations.Room.html)	room	The room.

#### + NetAF.Commands

Type	Description
+ NetAF.Commands RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	The position of the room.

#### Persistence

#### (NetAF.Commands.Persistence)

#### + JumpToRoom(int, int)

#### (NetAF.Conversations.html)

Jump to a room.

#### + NetAF.Conversations.

Declaration

#### Instructions

```
(NetAF.Conversations.Instruction) public bool JumpToRoom(int x, int y, int z)
```

#### + NetAF.Extensions

#### (NetAF.Extensions.html)

Type	Name	Description
+ NetAF.Interpretation (NetAF.Interpretation.html)	x	The x location of the room.

#### + NetAF.Logic

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y location of the room.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z location of the room.

Returns

Type	Description
+ <b>NetAF.Assets.Interaction</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <a href="#">NetAF.Assets.Interaction.html</a> )	True if the room could be jumped to, else false.

## - NetAF.Assets.Locations

### [Move\(Direction\)](#)

Direction

Move in a direction.  
([NetAF.Assets.Locations.Direction.html](#))

Declaration

([NetAF.Assets.Locations.Exit.html](#))

Matrix  
public bool Move(Direction direction)  
([NetAF.Assets.Locations.Matrix.html](#))

Overworld

Parameters  
([NetAF.Assets.Locations.Overworld.html](#))

Type	Name	Description
Region ( <a href="#">NetAF.Assets.Locations.Region.html</a> )		

Direction  
([NetAF.Assets.Locations.Direction.html](#))

direction

The direction to move in.

Room  
([NetAF.Assets.Locations.Room.html](#))

Type	Description
ViewPoint ( <a href="#">NetAF.Assets.Locations.RoomPosition.html</a> )	

RoomPosition

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the move was successful, else false.

## + NetAF.Commands

### [\(NetAF.Commands.html\)](#)

### [RestoreFrom\(RegionSerialization\)](#)

#### + NetAF.Commands.

Restore this object from a serialization.

#### Persistence

### [\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

public void RestoreFrom(RegionSerialization serialization)  
([NetAF.Conversations.html](#))

## + NetAF.Conversations.

Parameters

#### Instructions

Type	Name	Description
( <a href="#">NetAF.Conversations.Instruct.html</a> )		

RegionSerialization

#### + NetAF.Extensions

([NetAF.Serialization.Assets.RegionSerialization.html](#))

### [\(NetAF.Extensions.html\)](#)

serialization

The serialization to restore from.

## + NetAF.Interpretation

### [\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

Set the room to start in.

Declaration

```
public void SetStartRoom(Room room)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction <a href="#">(NetAF.Assets.Interaction.html)</a>	room	The Room to start in.

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

**SetStartRoom(int, int, int)**

Direction

Set the Room to start in.

Exit

Declaration

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

```
public void SetStartRoom(Matrix x, int y, int z)
```

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Parameters

Region

Type	Name	Description
NetAF.Assets.Locations.Region.htm	x	The x position.
Room <a href="https://learn.microsoft.com/dotnet/api/system.int32">int (https://learn.microsoft.com/dotnet/api/system.int32)</a> (NetAF.Assets.Locations.Room.htm)	y	The y position.
RoomPos <a href="https://learn.microsoft.com/dotnet/api/system.int32">int (https://learn.microsoft.com/dotnet/api/system.int32)</a> (NetAF.Assets.Locations.RoomPos.htm)	z	The z position.

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

ToMatrix()

[\(NetAF.Commands.html\)](#)

Get this region as a 3D matrix of rooms.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

```
public Matrix ToMatrix()
```

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Returns

+ NetAF.Conversations.

Type

Instructions

Matrix ([NetAF.Assets.Locations.Matrix.html](#))

[\(NetAF.Conversations.Instruction.html\)](#)

Description

This region, as a 3D matrix.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

**TryFindRoom(string, out Room)**

+ NetAF.Interpretation

Try and find a room within this region.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

```
public bool TryFindRoom(string name, out Room room)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The rooms name.
+ <a href="#">NetAF.Assets.Interaction</a> Room.html <a href="#">(NetAF.Assets.Interaction.html)</a>	room	The room, if found, else null.

## Returns

### - [NetAF.Assets.Locations](#)

Type	Description
<a href="#">(NetAF.Assets.Locations.html)</a>	True if the room could be found, else false.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Assets.Direction.  
Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

Unlock a pair of doors in a specified direction in the CurrentRoom.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld](#)

Region

[\(NetAF.Assets.LockDoorPair.Direction direction\)](#)

Room

(NetAF.Assets.Locations.Room.htm

Parameters

RoomPosition

Type	Name	Description
<a href="#">(NetAF.Assets.Locations.RoomPos</a>	<a href="#">direction</a>	The direction to unlock in.

## + [NetAF.Commands](#)

Type	Description
<a href="#">(NetAF.Commands.html)</a>	True if the door pair could be unlocked, else false.

## + [NetAF.Commands](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + [Persistence](#)

[\(NetAF.Commands.Persistence](#)

## + [Implements](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

+ [NetAF.Conversations](#)

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

Instructions

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

[\(NetAF.Conversations.Instruct](#)

## + [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

## + [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

## + [NetAF.Logic](#)

# Class Room

Represents a room

Filter by title

Inheritance

## + **NetAF.Assets.interaction**

### - **(NetAF.Assets.Interaction.html)**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

### - **NetAF.Assets.Locations**

↳ Room

### - **(NetAF.Assets.Locations.html)**

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ NetAF.Assets.Direction.

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ NetAF.Assets.Exit.

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ NetAF.Assets.Locations.Matrix.

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ NetAF.Assets.Locations.Overworld.

([NetAF.Serialization.Assets.RoomSerialization.html](#))>

Region

Inherited Members

↳ NetAF.Assets.Locations.Region.

Room

ExaminableObject.Examination

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examination)

RoomPosition

ExaminableObject.Identifier

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Identifier)

ExaminableObject.Description

ViewPoint

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Description)

ExaminableObject.Commands

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)

ExaminableObject.Attributes

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)

ExaminableObject.PlayerVisible

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_RestoreFrom\_NetAF\_Serialization\_Assets\_ExaminableSerialization\_()

NetAF.Conversations

object ([NetAF.Conversations.html](#))

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\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

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.Interpretation

Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

↳ NetAF.Interpretation

↳ NetAF.Interpretation.html)

Syntax

NetAF.Logic

↳ NetAF.Logic.html)

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

## ▼ Constructors

### + NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

**Room(Identifier, Description, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)**  
[\(NetAF.Assets.Locations.html\)](#)

Initializes a new instance of the Room class.

    Direction

    Declaration

        Exit

```
    (NetAF.Assets.Locations.Exit.html)
    public Room(Identifier identifier, Description description, Exit[] exits = null, Item[]
m] items = null, CustomCommand[] commands = null, InteractionCallback interaction =
n(NetAF.Assets.Locations.Matrix.htmnull, ExaminationCallback examination = null)
    Overworld
```

    (NetAF.Assets.Locations.Overworld)

Parameters

    Region

Type	Name	Description
Room		
Identifier <a href="#">(NetAF.Assets.Identifier.html)</a>	identifier	This rooms identifier.
RoomPosition Description <a href="#">(NetAF.Assets.Description.html)</a> <a href="#">(NetAF.Assets.RoomPosition.html)</a>	description	This rooms description.
Exit <a href="#">(NetAF.Assets.Locations.Exit.html)</a> []	exits	The exits from this room.
Item <a href="#">(NetAF.Assets.Item.html)</a> []	items	The items in this room.
CustomCommand <a href="#">(NetAF.Commands.CustomCommand.html)</a> [] <b>(NetAF.Commands.html)</b>	commands	This objects commands.
InteractionCallback <a href="#">(NetAF.Assets.Interaction.InteractionCallback.html)</a>	interaction	The interaction.
ExaminationCallback <a href="#">(NetAF.Assets.ExaminationCallback.html)</a>	examination	The examination.

[\(NetAF.Commands.Persistence.html\)](#)

### + NetAF.Conversations

**Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)**  
[\(NetAF.Conversations.html\)](#)

### + NetAF.Conversations.

Initializes a new instance of the Room class.

    Instructions

    Declaration

        Instruct

### + NetAF.Extensions

```
    public Room(string identifier, string description, Exit[] exits = null, Item[] items
m] commands = null, InteractionCallback interaction = null, ExaminationCallback examination =
n(NetAF.Extensions.html) examinationCallback examination = null)
```

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Parameters

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This rooms identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html) [▼]	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html) [+] <b>+ NetAF.Assets.Interaction</b> <a href="#">(NetAF.Assets.Interaction.html)</a>	<i>items</i>	The items in this room.
Custom Command (NetAF.Commands.CustomCommand.html) [+] <b>+ NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a>	<i>commands</i>	This objects commands.
Interaction Callback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.
Examination Callback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

## - NetAF.Assets.Locations [\(NetAF.Assets.Locations.html\)](#)

Direction  
[\(NetAF.Assets.Locations.Direction.html\)](#)

Exit  
[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix  
[\(NetAF.Assets.Locations.Matrix.html\)](#)

## Properties

### Characters

Overworld  
[\(NetAF.Assets.Locations.Overworld.html\)](#)

Get the characters in this Room.

Region  
[\(NetAF.Assets.Locations.Region.html\)](#)

Room  
[\(NetAF.Assets.Locations.Room.html\)](#)

NonPlayableCharacter[] Characters { get; }  
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

RoomPosition  
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

### Property Value

Type  
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

## + NetAF.Commands [\(NetAF.Commands.html\)](#)

NonPlayableCharacter ([\(NetAF.Assets.Characters.NonPlayableCharacter.html\)](#))

**(NetAF.Commands.html)**

## + NetAF.Commands.

### Persistance

#### (NetAF.Commands.Persistence)

Get which direction this Room was entered from.

## + NetAF.Conversations

Declaration

**(NetAF.Conversations.html)**

## + NetAF.Conversations

EnteredFrom { get; }

### Instructions

#### (NetAF.Conversations.Instruct)

### Property Value

## + NetAF.Extensions

**(NetAF.Extensions.html)**

Direction ([\(NetAF.Assets.Direction.html\)](#))?

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

## Exits

### NetAF.Logic

**(NetAF.Logic.html)**

Get the exits.

Declaration

```
public Exit[] Exits { get; }
```



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Exit (NetAF.Assets.Locations.Exit.html)[]

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

**HasBeenVisited**

(NetAF.Assets.Locations.Direction.

Exit

Get if this location has been visited.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

```
public bool HasBeenVisited { get; }
```

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

**Interaction**

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get the Interaction.

(NetAF.Commands.html)

Declaration

+ **NetAF.Commands.**

Persistence InteractionCallback Interaction { get; }

(NetAF.Commands.Persistence

Property Value

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Description

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Instructions

(NetAF.Conversations.Instruct

this[Direction]

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Get an exit.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

## Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of an exit.

## Property Value

Type	Description
+ NetAF.Assets.Interaction Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Assets.Interaction.html)	The exit.

## - NetAF.Assets.Locations

### (NetAF.Assets.Locations.html)

#### Items

Direction

Get the direction.

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public Item[] Items { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

Item (NetAF.Assets.Item.html)[]

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

## UnlockedExits

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get all unlocked exits.

## + NetAF.Commands

Declaration

(NetAF.Commands.html)

## + NetAF.Commands

lockedExits { get; }

### Persistence

Property Value

## + NetAF.Conversations

(NetAF.Conversations.html)

Exit (NetAF.Assets.Locations.Exit.html)[]

## + NetAF.Conversations.

### Instructions

(NetAF.Conversations.Instruct.html)

## Methods

### + NetAF.Extensions

(NetAF.Extensions.html)

### AddCharacter(NonPlayableCharacter)

### + NetAF.Interpretation

Add (NetAF.Interpretation.html)

Declaration

## + NetAF.Logic

(NetAF.Logic.html)

```
public void AddCharacter(NonPlayableCharacter character)
```

#### Parameters

Type	Name	Description
NonPlayableCharacter + NetAF.Assets.Interaction (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	character	The character to add.

#### - NetAF.Assets.Locations

##### (NetAF.Assets.Locations.html)

Direction  
Add an item.  
(NetAF.Assets.Locations.Direction.html)

Declaration  
Exit  
(NetAF.Assets.Locations.Exit.html)

Matrix  
public void AddItem(Item item)  
(NetAF.Assets.Locations.Matrix.html)

Overworld  
Parameters  
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to add.

Room  
(NetAF.Assets.Locations.Room.html)

RoomPosition  
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

#### CanMove(Direction)

##### (NetAF.Commands.html)

```
public bool CanMove(Direction direction)
```

#### + NetAF.Commands.

#### Persistence

Parameters  
(NetAF.Commands.Persistence.html)

Type	Name	Description
Direction (NetAF.Commands.Persistence.html)	direction	The direction to test.

#### + NetAF.Conversations.

Returns

#### Instructions

Type	Description
Instruct (NetAF.Conversations.Instruct.html)	bool (https://learn.microsoft.com/dotnet/api/system.boolean) If a move in the specified direction is possible.

#### + NetAF.Extensions.

##### (NetAF.Extensions.html)

#### + NetAF.Interpretation.

##### ContainsCharacter(NonPlayableCharacter, bool)

##### (NetAF.Interpretation.html)

Get if this Room contains a character.

#### + NetAF.Logic

##### (NetAF.Logic.html)

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

#### Parameters

Type	Name	Description
+ <b>NetAF.Assets.Interaction</b> NonPlayableCharacter ( <a href="#">NetAF.Assets.Characters.NonPlayableCharacter.html</a> )	character	The character.
- <b>NetAF.Assets.Locations</b>  <b>bool</b> ( <a href="#">NetAF.Assets.Locations.html</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <a href="#">NetAF.Assets.Locations.Direction.html</a> )	includeInvisibleCharacters	Specify if invisible characters should be included.

Exit

Returns  
([NetAF.Assets.Locations.Exit.html](#))

Type	Description
Matrix ( <a href="#">NetAF.Assets.Locations.Matrix.html</a> ) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

([NetAF.Assets.Locations.Overworld.html](#))

Region

([NetAF.Assets.Locations.Region.html](#))  
Room

Get if this Room contains a character.

RoomPosition

Declaration  
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

#### + NetAF.Commands

**(NetAF.Commands.html)**

Parameters

Type	Name	Description
+ <b>NetAF.Commands.Persistence</b> string ( <a href="#">NetAF.Commands.Persistence.html</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	characterName	The character name to check for.
+ <b>NetAF.Conversations</b>  <b>bool</b> ( <a href="#">NetAF.Conversations.html</a> ) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleCharacters	Specify if invisible characters should be included.

**(NetAF.Conversations.Instruct.html)**

Returns

Type	Description
+ <b>NetAF.Extensions</b> <b>(NetAF.Extensions.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

#### + NetAF.Interpretation

**(NetAF.Interpretation.html)**

#### ContainsExit(Direction, bool)

**(NetAF.Exit.html)**

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

+ **NetAF.Assets.Interaction**

Type  
[\(NetAF.Assets.Interaction.html\)](#)

Direction (NetAF.Assets.Locations.Direction.html)  
- **NetAF.Assets.Locations**

bool  
[\(NetAF.Assets.Locations.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Direction  
lean  
(NetAF.Assets.Locations.Direction.

Name

direction

Description

The direction of the exit to check for.

includeInvisibleExits

Specify if invisible exits should be included.

Exit

Returns  
[\(NetAF.Assets.Locations.Exit.html\)](#)

Type  
[Matrix](#)

(NetAF.Assets.Locations.Matrix.htm  
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

## ContainsExit(bool)

Room

Get if NetAF.Room contains an Exit

RoomPosition

Declaration  
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

+ **NetAF.Commands**

Parameters

[\(NetAF.Commands.html\)](#)

Type

+ **NetAF.Commands.**

Persistence

(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
[\(NetAF.Commands.Persistence\)](#)  
lean

Name

includeInvisibleExits

Description

Specify if invisible exits should be included.

+ **NetAF.Conversations**

Returns  
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

ContainsInteractionTarget(string)

Gets NetAF.Interpretation an interaction target.

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

```
public bool ContainsInteractionTarget(string targetName)
```

#### Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + <a href="#">NetAF.Assets.Interaction.html</a>	targetName	The name of the target to check for.

#### (NetAF.Assets.Interaction.html)

Returns

Type	Description
<a href="#">(NetAF.Assets.Locations.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) Direction	True if the target is in this room, else false.

(NetAF.Assets.Locations.Direction.

Exit

#### ContainsItem(Item)

(NetAF.Assets.Locations.Exit.html)

Matrix

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html)  
Room

(NetAF.Assets.Locations.Room.html)

#### Parameters

Type	Name	Description
<a href="#">(NetAF.Assets.Locations.RoomPosition.html)</a> ViewPoint	item	The item to check for.

#### + NetAF.Commands

Returns

#### (NetAF.Commands.html)

Type	Description
<a href="#">+ NetAF.Commands.html</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

#### (NetAF.Commands.Persistence)

#### + NetAF.Conversations

#### ContainsItem(String, bool)

#### (NetAF.Conversations.html)

Get if this Room contains an item.

#### + NetAF.Conversations

Declaration

#### Instructions

#### (NetAF.Conversations.Instruct)

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

#### + NetAF.Extensions

#### (NetAF.Extensions.html)

Parameters

#### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

#### + NetAF.Logic

#### (NetAF.Logic.html)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The item name to check for.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleItems	Specify if invisible items should be included.

### + [NetAF.Assets.Interaction.html](#)

Returns

## - [NetAF.Assets.Locations](#)

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <a href="#">NetAF.Assets.Direction.html</a> )	True if the item is in this room, else false.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

## Examine([ExaminationScene](#))

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)  
Handle examination this Room.

Overworld

[Declaration](#)

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters

RoomPosition

Type	Name	Description
<a href="#">ViewPoint</a> <a href="#">ExaminationScene</a> ( <a href="#">NetAF.Assets.Locations.ViewPoint.html</a> ) ( <a href="#">NetAF.Assets.ExaminationScene.html</a> )	scene	The scene this object is being examined from.

### + [NetAF.Commands](#)

## - [\(NetAF.Commands.html\)](#)

Returns

Type	Description
<a href="#">Persistence</a> ExaminationResult ( <a href="#">NetAF.Assets.ExaminationResult.html</a> ) ( <a href="#">NetAF.Commands.Persistence.html</a> )	The result of this examination.

## Overrides

### - [NetAF.Conversations](#)

[ExaminableObject.Examine\(\[ExaminationScene\]\(#\)\)](#)

([NetAF.Assets.ExaminableObject.html](#)#[NetAF\\_Assets\\_ExaminableObject\\_Examine\\_NetAF\\_Assets\\_ExaminationScene\\_](#))

### + [NetAF.Conversations](#)

#### Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

## FindCharacter(string, out NonPlayableCharacter)

### + [NetAF.Extensions](#)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

[\(NetAF.Extensions.html\)](#)

Declaration

### + [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

[public bool FindCharacter\(string characterName, out NonPlayableCharacter character\)](#)

### + [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	characterName	The character.
NonPlayableCharacter ( <a href="#">NetAF.Assets.Characters.NonPlayableCharacter.html</a> )	character	The character name.

## + NetAF.Assets.Interaction

Returns

**(NetAF.Assets.Interaction.html)**

### Type

#### - NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**(NetAF.Assets.Locations.html)**

### Description

True if the character was found.

Direction

(NetAF.Assets.Locations.Direction.html)

**FindCharacter(string, out NonPlayableCharacter, bool)**

**Exit**

(NetAF.Assets.Locations.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	characterName	The character name.
String ViewPoint ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	character	The character.
+ NetAF.Commands	includeInvisibleCharacters	Specify if invisible characters should be included.
<b>(NetAF.Commands.html)</b>		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)		
+ NetAF.Commands.		
<b>Persistence</b>		
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )		
+ NetAF.Conversations		
<b>(NetAF.Conversations.html)</b>		
Returns		
+ NetAF.Conversations.		
<b>Type</b>		
<b>Instructions</b>		
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )		True if the character was found.
<b>(NetAF.Conversations.Instruct.html)</b>		

## + NetAF.Extensions

**(NetAF.Extensions.html)**

**FindExit(Direction, bool, out Exit)**

## + NetAF.Interpretation

Find an exit.

**(NetAF.Interpretation.html)**

Declaration

## + NetAF.Logic

**(NetAF.Logic.html)**

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

#### Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction	direction	The exits direction.
bool (NetAF.Assets.Interaction.html) ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) - NetAF.Assets.Locations	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) Direction (NetAF.Assets.Locations.html)	exit	The exit.

Returns  
Exit

Type	Description
Matrix ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) (NetAF.Assets.Locations.Matrix.htm)	True if the exit was found.

Overworld

(NetAF.Assets.Locations.Overworld)

#### FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)  
Find an interaction target.  
Room

Declaration  
Room  
RoomPosition  
(NetAF.Assets.Locations.RoomPosition.html)  
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)  
ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

Returns

#### + NetAF.Commands

Type	Name	Description
(NetAF.Commands.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	targetName	The targets name.

#### + NetAF.Commands

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target

#### (NetAF.Commands.Persistence)

Returns

#### + NetAF.Conversations

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the target was found.

#### + NetAF.Conversations

#### Instructions

#### (NetAF.Conversations.Instructions.html)

#### FindItem(string, out Item)

#### + NetAF.Extensions

Find (NetAF.Extensions.html) items whose ExaminableObject.IsPlayerVisible property is set to false

#### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

```
public bool FindItem(string itemName, out Item item)
```

#### + NetAF.Logic

#### (NetAF.Logic.html)

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	item	The item

### + NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

#### Type

#### - NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

#### Description

True if the item was found

Direction

(NetAF.Assets.Locations.Direction.html)

### FindItem(string, out Item, bool)

EX:

(NetAF.Assets.Locations.Exit.html)

Find an item.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Parameters

Room

Type	Name	Description
NetAF.Assets.Locations.Room.htm		
RoomPosition		
string (NetAF.Assets.Locations.RoomPos ( <a href="https://learn.microsoft.com/dotnet/api/system.stri">https://learn.microsoft.com/dotnet/api/system.stri</a> ng) (NetAF.Assets.Locations.ViewPoin	itemName	The items name.
Item (NetAF.Assets.Item.html)	item	The item.
bool (NetAF.Commands.html) ( <a href="https://learn.microsoft.com/dotnet/api/system.bo">https://learn.microsoft.com/dotnet/api/system.bo</a> olean) (NetAF.Commands. Persistence	includeInvisibleItems	Specify is invisible items should be included.

### + NetAF.Commands.Persistence

Returns

#### Type

#### - NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### Description

True if the item was found.

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instructions.html)

### HasLockedExitInDirection(Direction, bool)

### + NetAF.Extensions

Get if this room has a visible locked exit in a specified direction.

[\(NetAF.Extensions.html\)](#)

Declaration

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits  
= false)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) + NetAF.Assets.Interaction	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

## (NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) + NetAF.Assets.Locations	If there is a locked exit in the specified direction.

## HasUnlockedExitInDirection(Direction, bool)

Matrix

Get if this room has a visible unlocked exit in a specified direction.

(NetAF.Assets.Locations.Matrix.htm

Declaration

(NetAF.Assets.Locations.Overworld

public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExi

t (NetAF.Assets.Locations.Region.htm

Room

(NetAF.Assets.Locations.Room.htm

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoin	<i>direction</i>	The direction to check.
bool + NetAF.Commands ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) + NetAF.Commands.html	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

## + NetAF.Commands.

Persistence

Type	Description
bool (NetAF.Conversations.html)	If there is a unlocked exit in the specified direction.

## + NetAF.Conversations.

Instructions

## Interact(Item)

(NetAF.Conversations.Instruct

Interact with an item

## + NetAF.Extensions

(NetAF.Extensions.html)

Declaration

## + NetAF.Interpretation

public InteractionResult Interact(Item item)

(NetAF.Interpretation.html)

## + NetAF.Logic

Parameters  
(NetAF.Logic.html)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
+ InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

### (NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

#### MovedInto(Direction?) (NetAF.Assets.Locations.html)

Handle movement into this GameLocation.

Declaration  
    (NetAF.Assets.Locations.Direction.  
    Exit

    (NetAF.Assets.Locations.Exit.html)

    public void MovedInto(Direction? fromDirection)

    Matrix

    (NetAF.Assets.Locations.Matrix.htm

    Overworld

Parameters  
    (NetAF.Assets.Locations.Overworld

Type  
    Region

Name

Description

    (NetAF.Assets.Locations.Region.h

    fromDirection

The direction movement into this Room is from. Use null if there is no direction.

    Room

    (NetAF.Assets.Locations.Direction.h

    tml)  
    (NetAF.Assets.Locations.Room.htm

? RoomPosition

    (NetAF.Assets.Locations.RoomPos

    ViewPoint

    (NetAF.Assets.Locations.ViewPoin

### RemoveCharacter(NonPlayableCharacter)

+ NetAF.Commands

Remove a character from the room.

#### (NetAF.Commands.html)

Declaration  
+ NetAF.Commands.

#### Persistence

    public void RemoveCharacter(NonPlayableCharacter character)

#### (NetAF.Commands.Persistence)

+ NetAF.Conversations

Parameters

#### (NetAF.Conversations.html)

Type

Name

Description

+ NetAF.Conversations.

NonPlayableCharacter

character

The character to remove.

#### Instructs

    (NetAF.Assets.Characters.NonPlayableCharacter.html)

#### (NetAF.Conversations.Instruct

+ NetAF.Extensions

#### (NetAF.Extensions.html)

### RemoveInteractionTarget(IInteractWithItem)

+ NetAF.Interpretation

Remove an interaction target from the room.

#### (NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

#### (NetAF.Logic.html)

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

#### Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) + NetAF.Assets.Interaction	target	The target to remove.

#### (NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Direction	The target removed from this room.

(NetAF.Assets.Locations.Direction.html)

(NetAF.Assets.Locations.Exit.html)

Exit

#### RemoveItem(item)

Matrix

Remove an item

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

```
public void RemoveItem(Item item)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)		

Item

(NetAF.Assets.Item.html)

item The item to remove.

(NetAF.Assets.Locations.ViewPoint.html)

#### + NetAF.Commands

#### RestoreFrom(RoomSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

#### Persistence

Declaration

(NetAF.Commands.Persistence.html)

#### + NetAF.Conversations

(NetAF.Conversations.html)

Parameters

#### + NetAF.Conversations.

Type

Instruct

(NetAF.Conversations.Instruct.html)

RoomSerialization

(NetAF.Serialization.Assets.RoomSerialization.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

#### SpecifyConditionalDescription(ConditionalDescription)

(NetAF.Interpretation.html)

Specify a conditional description of this room.

#### + NetAF.Logic

Declaration

(NetAF.Logic.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

## Parameters

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + <a href="#">NetAF.Assets.Interaction</a>	description	The description of this room.

**(NetAF.Assets.Interaction.html)**

## Implements

**(NetAF.Assets.Locations.html)**

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## + NetAF.Commands

**(NetAF.Commands.html)**

## + NetAF.Commands.

**Persistence**

**(NetAF.Commands.Persistence.html)**

## + NetAF.Conversations

**(NetAF.Conversations.html)**

## + NetAF.Conversations.

**Instructions**

**(NetAF.Conversations.Instructions.html)**

## + NetAF.Extensions

**(NetAF.Extensions.html)**

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

## + NetAF.Logic

**(NetAF.Logic.html)**

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax ([NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public class RoomPosition  
([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.**

Persistence

RoomPosition(Room, int, int, int)

([NetAF.Commands.Persistence.html](#))

Represents a room position

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public RoomPosition(Room room, int x, int y, int z)

Instructions

([NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Logic.html](#))

	Name	Description
room		The room/
x		The x position of the room.
y		The y position of the room.
z		The z position of the room.

# Properties

## Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type	Description
Exit	
Room (NetAF.Assets.Locations.Room.html)	

Matrix

(NetAF.Assets.Locations.Matrix.html)

X Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the X position of the room.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type	Description
+ NetAF.Commands	

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Commands.html)

+ NetAF.Commands.

Y Persistence

(NetAF.Commands.Persistence.html)

Get the Y position of the room.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

public int Y { get; }

Instructions

(NetAF.Conversations.Instructions.html)

Property Value

+ NetAF.Extensions

Type	Description
(NetAF.Extensions.html)	

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Z NetAF.Logic

(NetAF.Logic.html)

Get the Z position of the room.

## Declaration

```
public int Z { get; }
```

### Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

### - NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

## Methods

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

### IsAtPosition(int, int, int)

(NetAF.Assets.Locations.Matrix.htm

Get if this Room position is at a position.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld

Region

[\(NetAF.Assets.Locations.Region.html\)](#) int x, int y, int z)

Room

(NetAF.Assets.Locations.Room.htm

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	x	The X position.
ViewPoint int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Assets.Locations.ViewPoin	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Commands.html)</a>	z	The Z position.

### + NetAF.Commands.

Returns

#### Persistence

Type	Description
<a href="#">(NetAF.Commands.Persistence.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if this is at the position, else false.

### + NetAF.Conversations.

#### Instructions

[\(NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

# Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

## - NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.Matrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFAssets.Overwork.html](#))

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFAssets.ReferenceEquals.html](#))

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFAssets.ToString.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAFAssets.Region.html](#))

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

([NetAFAssets.Locations.Room.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.Direction.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

## + NetAF.Commands

([NetAFCommands.html](#))

## Properties

Persistence

([NetAFCommands.Persistence.html](#))

Any

## + NetAF.Conversations

Get if there is a view in any direction.

([NetAFConversations.html](#))

Declaration

## + NetAF.Conversations.

Instructions

public bool Any { get; }

([NetAFConversations.Instructions.html](#))

## # NetAF.Extensions

Property Value

([NetAFExtensions.html](#))

Type

## + NetAF.Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFInterpretation.html](#))

## + NetAF.Logic

([NetAFLogic.html](#))

## AnyNotVisited

## + NetAF.Persistence

([NetAFPersistence.html](#))

Type	Description
<a href="#">bool</a>	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
<b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

Direction  
(NetAF.Assets.Locations.Direction.html)

Exit  
(NetAF.Assets.Locations.Exit.html)

Matrix  
Get if there is a view in any direction.  
(NetAF.Assets.Locations.Matrix.html)

Declaration  
OverWorld  
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

Region  
(NetAF.Assets.Locations.Region.html)

Room  
Property Value  
(NetAF.Assets.Locations.Room.html)

Type	Description
<b>RoomPosition</b> <a href="#">(NetAF.Assets.Locations.RoomPosition.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands  
**this[Direction]**  
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)  
public Room this[Direction direction] { get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)  
Parameters

Type	Name	Description
Instructions Direction ( <a href="#">NetAF.Assets.Locations.Direction.html</a> )	direction	The direction to check.

+ NetAF.Extensions  
Property Value

Type	Description
<a href="#">(NetAF.Extensions.html)</a> Room ( <a href="#">NetAF.Assets.Locations.Room.html</a> )	The room.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
<b>NetAF.Assets.Locations</b> <a href="#">(NetAF.Assets.Locations.html)</a>	

View Point (NetAF.Assets.Locations.ViewPoint.html)

Direction  
(NetAF.Assets.Locations.Direction.html)

Exit  
(NetAF.Assets.Locations.Exit.html)

Matrix  
(NetAF.Assets.Locations.Matrix.html)

Overworld  
(NetAF.Assets.Locations.Overworld.html)

CreateRegion  
(NetAF.Assets.Locations.CreateRegion.html)

CreateRoom  
(NetAF.Assets.Locations.CreateRoom.html)

```
public static ViewPoint Create(Region region)  
    RoomPosition
```

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint  
(NetAF.Assets.Locations.ViewPoint.html)

Type	Name	Description
<b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a>	<i>region</i>	The region to create the view point from.

Related:

Persistence	Description
<b>NetAF.Commands.Persistence</b> <a href="#">(NetAF.Commands.Persistence.html)</a>	

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

The view point.

+ 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.Persistence

# Namespace NetAF.Commands

## Classes

Filter by title

[CustomCommand](#) ([NetAF.Commands.CustomCommand.html](#))

+ [NetAF.Assets.Characters](#)

    ([NetAF.Assets.Characters.html](#))

## Interfaces

[NetAF.Assets.Interaction](#)

        ([NetAF.Assets.Interaction.html](#))

[ICommand](#) ([NetAF.Commands.ICommand.html](#))

[NetAF.Assets.Locations](#)

        ([NetAF.Assets.Locations.html](#))

- [NetAF.Commands](#)

## Delegates

    ([NetAF.Commands.html](#))

        CustomCommand

[CustomCommandCallback](#) ([NetAF.Commands.CustomCommandCallback.html](#))

    CustomCommandCallback

        Provides a callback for custom commands.

        ([NetAF.Commands.CustomCommandCallback.html](#))

     ICommand

        ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands](#).

[Persistence](#)

        ([NetAF.Commands.Persistence.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.Persistence](#)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

## + NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Assets.Characters.html)**  
↳ CustomCommand

## + NetAF.Assets.Interaction

↳ Load (NetAF.Commands.Persistence.Load.html)  
↳ Save (NetAF.Commands.Persistence.Save.html)  
**(NetAF.Assets.Interaction.html)**

Implements

## + NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)  
**(NetAF.Assets.Locations.html)**  
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<CustomCommand  
Serialization (NetAF.Serialization.Assets.CustomCommandSerialization.html)>

## NetAF.Commands

**(NetAF.Commands.html)**

Inherited Members

CustomCommand

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))  
CustomCommandCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

## + NetAF.Commands.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

## Persistence

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**(NetAF.Commands.Persistence.html)**  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## # NetAF.Conversations

AsNetAF.Conversations.Commands (NetAF.Commands.html)

**(NetAF.Conversations.html)**

Syntax

## † NetAF.Conversations.

### Instructions

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerialization  
**(NetAF.Conversations.Instruction.html)**  
on<CustomCommandSerialization>

## + NetAF.Extensions

**(NetAF.Extensions.html)**

## Constructors

### † NetAF.Interpretation

**(NetAF.Interpretation.html)**

## CustomCommand(CommandHelp, bool, bool, CustomCommandCallback)

### NetAF.Logic

**(NetAF.Logic.html)**

Provides a custom command.

## † NetAF.Persistence

Declaration  
**(NetAF.Persistence.html)**

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlayerVisible, CustomCommandCallback callback)  
**(NetAF.Persistence.Json.html)**

## Parameters

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.htm) I) ▼ bool (https://learn.microsoft.com/dotnet/api/system.boolean)	help	The help for this command.
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm)	isPlayerVisible	If this is visible to the player.
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean)	interpretIfNotPlayerVisible	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	callback	The callback to invoke when this command is invoked.

## - NetAF.Commands

### (NetAF.Commands.html)

CustomCommand

(NetAF.Commands.CustomCommand)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

## Properties

(NetAF.Commands.ICommand.html)

Get or set the arguments.

## + NetAF.Commands.

### Persistence

#### (NetAF.Commands.Persistence)

```
public string[] Arguments { get; set; }
```

## + NetAF.Conversations

### (NetAF.Conversations.html)

Property Value

## + NetAF.Conversations.

### Type

### Instructions

string (https://learn.microsoft.com/dotnet/api/system.string)[]

## (NetAF.Conversations.Instructions)

## + NetAF.Extensions

### (NetAF.Extensions.html)

## Help

## + NetAF.Interpretation

Get the help for this command.

### (NetAF.Interpretation.html)

Declaration

## + NetAF.Logic

### (NetAF.Logic.html)

```
public CommandHelp Help { get; }
```

## + NetAF.Persistence

### (NetAF.Persistence.html)

## + NetAF.Persistence.Json

### (NetAF.Persistence.Json.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)[]	

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	

## InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

### + NetAF.Assets.Characters

Declaration:

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

### - NetAF.Commands

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.html)

CustomCommand

(NetAF.Commands.CustomCommand.html)

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback.html)

Get or Set if this is visible to the player.

ICommand

Declaration:

(NetAF.Commands.ICommand.html)

### + NetAF.Commands

```
public bool IsPlayerVisible { get; set; }
```

#### Persistence

### (NetAF.Commands.Persistence)

Property Value

### + NetAF.Conversations

Type

(NetAF.Conversations.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

## Methods

### + NetAF.Extensions

(NetAF.Extensions.html)

### Invoke(Game)

#### NetAF.Interpretation

(NetAF.Interpretation.html)

Invoke the command.

### + NetAF.Logic

Declaration:

(NetAF.Logic.html)

```
public Reaction Invoke(Game game)
```

### + NetAF.Persistence

(NetAF.Persistence.html)

Parameters

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

### + NetAF.Assets.Characters   (NetAF.Assets.Characters.html)

### RestoreFromCustomCommandSerialization

(NetAF.Assets.Interaction.html)

Restore this object from a serialization.

### + NetAF.Assets.Locations

Declaration

### (NetAF.Assets.Locations.html)

### - NetAF.Commands   RestoreFromCustomCommandSerialization (serialization)

### (NetAF.Commands.html)

Parameters

### CustomCommand

Type	Name	Description
CustomCommandCallback		
CustomCommand (NetAF.Commands.ICommand)	serialization	The serialization to restore from.

### + NetAF.Commands.   Implementation Persistence

### (NetAF.Commands.Persistence.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

### + NetAF.Conversations   IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)   (NetAF.Conversations.html)

### + NetAF.Conversations.

#### Instructions

### (NetAF.Conversations.Instruct

### + NetAF.Extensions

### (NetAF.Extensions.html)

### + NetAF.Interpretation

### (NetAF.Interpretation.html)

### + NetAF.Logic

### (NetAF.Logic.html)

### + NetAF.Persistence

### (NetAF.Persistence.html)

### + NetAF.Persistence.Json

### (NetAF.Persistence.Json.html)

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Assets.Characters.htm)

Assembly: NetAF.dll

Syntax

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html) Game (NetAF.Logic.Game.html) CustomCommand	game	The game to invoke the command on.
string (NetAF.Commands.CustomCommandCallback (https://learn.microsoft.com/dotnet/api/system.string)) ICommand	arguments	The arguments to invoke the command with.

Return Value

NetAF.Commands.ICommand.htm

Type	Description
Persistence (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

# Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

## + NetAF.Assets.Interaction

Syntax  
[\(NetAF.Assets.Interaction.html\)](#)

## + NetAF.Assets.Locations

public interface ICommand

[\(NetAF.Assets.Locations.html\)](#)

## - NetAF.Commands

[\(NetAF.Commands.html\)](#)

## Methods

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

## Invoke(Game)

Invoke the command.

[\(NetAF.Commands.ICommand.html\)](#)

Declaration

## + NetAF.Commands.

### Persistence

Reaction Invoke(Game game)

[\(NetAF.Commands.Persistence.html\)](#)

## NetAF.Conversations

Type	Name	Description
Game ( <a href="#">NetAF.Logic.Game.html</a> )	game	The game to invoke the command on.

## Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

## + NetAF.Extensions

### (NetAF.Extensions.html)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

# Namespace NetAF.Commands.Persistence

## Classes

Filter by title

### **Load** (NetAF.Commands.Persistence.Load.html)

(NetAF.Assets.Characters.html)

Represents the Load command.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### **Save** (NetAF.Commands.Persistence.Save.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### - NetAF.Commands.

#### Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.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.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

# Class Load

Represents the Load command.

Filter by title

Inheritance

## + NetAF.Assets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Assets.Interaction.html)**  
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

## + NetAF.Assets.Locations

Implements

## + NetAF.Commands

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.Assets.CustomCommandSerialization.html](#))>

## - NetAF.Commands

Inheritance

## - NetAF.Commands.Persistence

CustomCommand.Arguments

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Arguments)

CustomCommand.Help ([NetAF.Commands.Persistence.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Help)

CustomCommand.InterpretIfNotPlayerVisible

([NetAF.Commands.Persistence.html](#)#NetAF\_Commands\_CustomCommand\_InterpretIfNotPlayerVisible)

CustomCommand.Invoke(Game)

## + NetAF.Conversations

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Invoke\_NetAF\_Logic\_Game\_)  
**(NetAF.Conversations.html)**

CustomCommand.IsPlayerVisible

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

## - NetAF.Conversations.Instructions

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_RestoreFrom\_NetAF\_Serializ

ation\_Assets\_CustomCommandSerialization\_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
**(NetAF.Extensions.html)**

## - NetAF.Interpretation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
**(NetAF.Interpretation.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Logic.html)** () (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Persistence

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

## - NetAF.Persistence.Json

Syntax

**(NetAF.Persistence.Json.html)**

## + NetAF.Rendering

public class Load : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerialization<CustomCommandSerialization>

## + NetAF.Rendering.Frame

Builders

# Constructors

## Load()

Initializes a new instance of the Load class.

Declaration

### + NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

### + NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

## Implements

### + NetAF.Commands

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

## NetAF.Commands.

### Persistence

([NetAF.Commands.Persistence.html](#))

Load

([NetAF.Commands.Persistence.Load.html](#))

Save

([NetAF.Commands.Persistence.Save.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.Persistence

([NetAF.Persistence.html](#))

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

### + NetAF.Rendering

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

Builders

# Class Save

Represents the Save command.

Filter by title

Inheritance

[\(NetAF.Assets.Interaction.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Commands](#)

↳ Save

[\(NetAF.Assets.Locations.html\)](#)

Implements

+ [NetAF.Commands](#)

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.Assets.CustomCommandSerialization.html](#))>

Persistence

Inherited Members

[\(NetAF.Commands.Persistence.html\)](#)

CustomCommand.Arguments

([NetAF.Commands.Persistence.html](#)#NetAF\_Commands\_CustomCommand\_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Help)

CustomCommand.PersistencePlayerVisible

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_InterpretIfNotPlayerVisible)

+ [NetAF.Conversations](#)

CustomCommand.Invoked(Game)

[\(NetAF.Conversations.html\)](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_Invoke\_NetAF\_Logic\_Game\_

+ [NetAF.Conversations](#).

CustomCommand.IsPlayerVisible

[Instructions](#) ([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

([NetAF.Commands.CustomCommand.html](#)#NetAF\_Commands\_CustomCommand\_RestoreFrom\_NetAF\_Serializ

ation\_Assets\_CustomCommandSerialization\_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[\(NetAF.Logic.html\)](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Persistence](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public class Save : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerialization<CustomCommand>, ICustomCommandSerialization>

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

# Constructors

## Save()

Initializes a new instance of the Save class.

Declaration

(NetAF.Assets.Interaction.html  
public Save())

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Implements

(NetAF.Commands.html)

ICommand (NetAF.Commands.ICommand.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

### Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.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.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

# Namespace NetAF.Conversations

## Classes

Filter by title

### **Conversation (NetAF.Conversations.Conversation.html)**

(NetAF.Assets.Interaction.html)

Represents a conversation.

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### **LogItem (NetAF.Conversations.LogItem.html)**

#### + NetAF.Commands

Provides log items.

(NetAF.Commands.html)

### **Paragraph (NetAF.Conversations.Paragraph.html)**

Persistence

Represents a paragraph in a Conversation.

(NetAF.Commands.Persistence.html)

### **Response (NetAF.Conversations.Response.html)**

(NetAF.Conversations.html)

Provides a response to a conversation.

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

ConversationItem

### **Participant (NetAF.Conversations.Participant.html)**

(NetAF.Conversations.LogItem.html)

Enumeration of participants in a conversation.

Paragraph

(NetAF.Conversations.Paragraph.html)

## Delegates

Participant

(NetAF.Conversations.Participant.html)

Response

## ConversationActionCallback

(NetAF.Conversations.Response.html)

### **(NetAF.Conversations.ConversationActionCallback.html)**

#### + NetAF.Conversations

Provides a callback that can be used in conversations invoking actions.

Instructions

(NetAF.Conversations.Instruct.html)

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ Conversation

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF.Commands**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Inherited Members

**Persistence**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations**

equals(system-object-system-object))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

LogItem

Assembly: NetAF.dll

([NetAF.Conversations.LogItem.html](#))

Syntax

Paragraph

([NetAF.Conversations.Paragraph.html](#))

public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

## Constructors

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruction.html](#))

**Conversation(params Paragraph[])**

+ **NetAF.Extensions**

Represents a conversation.

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public Conversation(params Paragraph[] paragraphs)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

Name

Description

paragraphs

The paragraphs.

+ **NetAF.Persistence.Json**

# Properties

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration  
Type

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value  
+ NetAF.Commands

Type

Description

(NetAF.Commands.html)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

## Log

- NetAF.Conversations

Get the log

(NetAF.Conversations.html)

Declaration  
Conversation

(NetAF.Conversations.Conversation.html)

LogItem[] Log { get; }

(NetAF.Conversations.Conversation.html)

LogItem

Property Value

(NetAF.Conversations.LogItem.html)

Type

Description

Paragraph

(NetAF.Conversations.Paragraph.html)

LogItem

(NetAF.Conversations.LogItem.html)

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

## Paragraphs

+ NetAF.Conversations.

Get the current paragraph in the conversation.

Instructions

Declaration  
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public Paragraph[] Paragraphs { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

Type

+ NetAF.Logic

Paragraph[] Paragraphs (NetAF.Conversations.Paragraph.html)

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

## Methods

+ NetAF.Persistence.Json

## Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type  
(NetAF.Assets.Locations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Respond(Response, Game)

Conversation

Respond to the conversation  
(NetAF.Conversations.Conversation.html)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.LogItem.html)

Paragraph

Parameters (NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Reaction (NetAF.Extensions.Interaction.Reaction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestoreFrom(ConversationSerialization)

(NetAF.Interpretation.html)

Restore this object from a serialization.

(NetAF.Logic.html)

+ NetAF.Persistence

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

## Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

## Implements

**IRestoreFromObjectSerialization<T>** (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)  
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**  
(NetAF.Commands.html)
- + **NetAF.Commands.**  
**Persistence**  
(NetAF.Commands.Persistence.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.Persistence**  
(NetAF.Persistence.html)

- + **NetAF.Persistence.Json**

# Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

**(NetAF.Assets.Locations.html)**

**+ NetAF.Commands**

`public delegate void ConversationActionCallback(Game game)`  
**(NetAFCommands.html)**

**+ NetAF.Commands.**

Parameters

**Persistence**

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the callback on.

**- 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.Persistence**

**(NetAF.Persistence.html)**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFCommands.Persistence.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>)

Conversation

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Conversation.html](#))

Namespace: NetAF ([NetAF.html](#)) Conversations ([NetAF.Conversations.html](#))

ConversationActionCallback

Assembly: NetAF.dll

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

public sealed class LogItem

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

## Constructors

LogItem(Participant, string)

**Instructions**

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public LogItem(Participant participant, string line)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Participant ([NetAF.Conversations.Participant.html](#))

Name

Description

participant

The participant.

+ **NetAF.Persistence**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

# Properties

## Line

Get the line.



Declaration

```
(NetAF.Assets.Locations.html)
public string Line { get; }
```

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

### + NetAF.Commands.

#### Type

##### Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.Persistence.html\)](#)

#### Description

### - NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

### Participant

Conversation

Get the participant.

[\(NetAF.Conversations.Conversation.html\)](#)

Declaration

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

```
public Participant Participant { get; }
```

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

Property Value

[\(NetAF.Conversations.Paragraph.html\)](#)

#### Type

##### Participant

[\(NetAF.Conversations.Participant.html\)](#)

##### Response

[\(NetAF.Conversations.Response.html\)](#)

#### Description

### + NetAF.Conversations.

#### Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### + NetAF.Rendering



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.Commands <a href="#">(NetAFCommands.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	Specify the name of the paragraph.
+ NetAF.Commands.		

## Persistence

[\(NetAF.Commands.Persistence.html\)](#)

### Paragraph(string, ConversationActionCallback, string)

#### - NetAF.Conversations

Initializes a new instance of the Paragraph class.

[\(NetAF.Conversations.html\)](#)

#### Declaration

ConversationActionCallback

```
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

Parameters

[\(NetAF.Conversations.LogItem.html\)](#)

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	line	Specify the line.
Participant (NetAF.Conversations.Participant.html)		
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
Response (NetAF.Conversations.Response.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	Specify the name of the paragraph.

#### + NetAF.Conversations.

## Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

### Paragraph(string, IEndOfParagraphInstruction, string)

#### + NetAF.Extensions

Initializes a new instance of the Paragraph class.

[\(NetAF.Extensions.html\)](#)

#### Declaration

#### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

#### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

Parameters

#### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	line	Specify the line.

#### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	Specify the name of the paragraph.

## + NetAF.Commands

**(NetAF.Commands.html)**

### Paragraph(string, string)

#### + NetAF.Commands.

##### Persistence

Initializes a new instance of the Paragraph class.

**(NetAF.Commands.Persistence)**

Declaration

#### - NetAF.Conversations

**(NetAF.Conversations.html)** *line, string name = ""*

Conversation

Parameters

ConversationActionCallback

Type  
(NetAF.Conversations.ConversationActionCallback.html)

string  
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

*line* Specify the line.

string  
(<https://learn.microsoft.com/dotnet/api/system.string>)

*name*

Specify the name of the paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

## Properties

(NetAF.Conversations.Response.html)

#### + NetAF.Conversations.

##### Action Instructions

Get the ConversationActionCallback for this line.

#### + NetAF.Extensions

**(NetAF.Extensions.html)**

```
public ConversationActionCallback Action { get; set; }
```

#### + NetAF.Interpretation

**(NetAF.Interpretation.html)**

Property Value

#### + NetAF.Logic

Type  
(NetAF.Logic.html)

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

Description

#### + NetAF.Persistence

**(NetAF.Persistence.html)**

## CallResponse.Json

**(NetAF.Persistence.Json.html)**

Get if a response is possible.

#### + NetAF.Rendering

Declaration

```
public bool CanRespond { get; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## + NetAF.Commands

### (NetAF.Commands.html)

## + NetAF.Commands.

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

### Persistence

Declaration

## - NetAF.Conversations

### (NetAF.Conversations.html)

Conversation

## Property Value

Type	Description
IEndOfParagraphInstruction ( <a href="#">NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html</a> )	

LogItem

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

## Line

Participant

([NetAF.Conversations.Participant.html](#))

Get or set the line.

Response

([NetAF.Conversations.Response.html](#))

## + NetAF.Conversations.

public string Line { get; set; }

### Instructions

### (NetAF.Conversations.Instruct

## Property Value

## + NetAF.Extensions

### (NetAF.Extensions.html)

## + NetAF.Interpretation

### (NetAF.Interpretation.html)

## + NetAF.Logic

### Name

### (NetAF.Logic.html)

Get the name.

## + NetAF.Persistence

Declaration

### (NetAF.Persistence.html)

## + NetAF.Persistence.Json

public string Name { get; }

### (NetAF.Persistence.Json.html)

## Properties

### (NetAF.Properties.html)

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## Responses

Get or set the responses, applicable to the last line.

### NetAF Commands

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

#### Persistence

Property Value

([NetAF.Commands.Persistence.html](#))

- **Type** **NetAF.Conversations**

Description

([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.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

# Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ **NetAF.Commands.**

`public enum Participant`

([NetAF.Commands.Persistence.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

**Fields**

Conversation

Name	Description
ConversationActionCallback	
Other	Any other participant.
LogItem	
Player	The player. ( <a href="#">NetAF.Conversations.LogItem.html</a> )
Paragraph	
( <a href="#">NetAF.Conversations.Paragraph.html</a> )	
Participant	
( <a href="#">NetAF.Conversations.Participant.html</a> )	
Response	
( <a href="#">NetAF.Conversations.Response.html</a> )	

+ **NetAF.Conversations.**

**Instructions**

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

[Persistence](#)

Inherited Members

([NetAF.Commands.Persistence.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)))

Conversation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Conversation.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConversationActionCallback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Conversation.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.LogItem.html](#))

Assembly: NetAF.dll

[Paragraph](#)

Syntax ([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ [NetAF.Conversations](#).

[Constructors](#)

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

**Response(string)**

+ [NetAF.Extensions](#)

Initializes a new instance of the Response class.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public Response(string line)

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

Type

([NetAF.Persistence.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

**Response(string, IEndOfParagraphInstruction)**

([NetAF.Rendering.html](#))

Provides a response to a conversation.

+ [NetAF.Rendering.Frame](#)

	Name	Description
	line	The line to trigger this response.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

## Parameters

Type	Name	Description
string <b>(NetAF.Commands.html)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + NetAF.Commands. - NetAF.Conversations	line	The line to trigger this response.
IEndOfParagraphInstruction <b>(NetAF.Commands.Persistence.html)</b> ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html">https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html</a> ) - NetAF.Conversations	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

## (NetAF.Conversations.html)

Conversation

## Properties

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

Declaration

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html) `public Response Instruction { get; }`

## + NetAF.Conversations.

### Instructions

#### (NetAF.Conversations.Instruct

Type Description

#### + NetAF.Extensions

Property Value Description

(NetAF.Extensions.html)

## + NetAF.Interpretation

### Line

(NetAF.Interpretation.html)

## General Logic

### (NetAF.Logic.html)

Declaration

## + NetAF.Persistence

public string Line { get; }

(NetAF.Persistence.html)

## + NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type Description

## + NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

## + NetAF.Rendering.Frame



[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

- **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.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

# Namespace NetAF.Conversations. Instructions

▼ Filter by title

## Classes

### + NetAF.Assets.Locations

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)

**First** ([NetAF.Conversations.Instructions.First.html](#))

### + NetAF.Commands.

An end-of-paragraph instruction that shifts paragraphs to the start.

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

**GoTo** ([NetAF.Conversations.Instructions.GoTo.html](#))

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

### - NetAF.Conversations.

**Jump** ([NetAF.Conversations.Instructions.Jump.html](#))

[\(NetAF.Conversations.Instructions.Jump.html\)](#) An end-of-paragraph instruction that shifts paragraphs based on a delta.

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

**Last** ([NetAF.Conversations.Instructions.Last.html](#))

First

An end-of-paragraph instruction that shifts paragraphs to the end.

[\(NetAF.Conversations.Instructions.Last.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

**Next** ([NetAF.Conversations.Instructions.Next.html](#))

IEndOfParagraphInstruction

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

**Previous** ([NetAF.Conversations.Instructions.Previous.html](#))

Last

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

**Repeat** ([NetAF.Conversations.Instructions.Repeat.html](#))

Previous

An end-of-paragraph instruction that repeats.

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

**ToName** ([NetAF.Conversations.Instructions.ToName.html](#))

ToName

An end-of-paragraph instruction that shifts paragraphs based on a name.

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

# Interfaces

## IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [View All Instructions](#)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### - NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

# Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ ByCallback

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

**Persistence**

Inherited Members

([NetAF.Commands.Persistence.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**

([NetAF.Conversations.html](#)) / [learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

- **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Name ([NetAF.Conversations.Instructions.html](#)) Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

**ByCallback(Func<IEndOfParagraphInstruction>)**

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

Previous

([NetAF.Conversations.Instructions.html](#))

Declaration

Repeat

([NetAF.Conversations.Instructions.html](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

ToName

([NetAF.Conversations.Instructions.html](#))

Parameters

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

IEndOfParagraphInstruction

([NetAF.Interpretation.html](#))

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+>**NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
+ <b>NetAF.Extensions</b>		

# Properties

## Callback

Get the callback that decides the instruction to use.

Declaration  
**(NetAF.Assets.Locations.html)**

+ **NetAF.Commands**  
**(NetAF.Commands.html)**

Property Value  
+ **NetAF.Commands.**

Type	Description
<b>(NetAF.Commands.Persistence)</b> Func<TEndOfParagraphInstruction> Callback { get; }	

+ **NetAF.Conversations**  
**(NetAF.Conversations.html)**

- **NetAF.Conversations.**

## Methods

+ **NetAF.Conversations.Instruct**

ByCallback  
**GetIndexOfNext(Paragraph, Paragraph[])**  
(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First  
(NetAF.Conversations.Instructions.

Declaration  
**GoTo**

(NetAF.Conversations.Instructions.  
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Jump

Parameters  
(NetAF.Conversations.Instructions.

Type	Name	Description
<b>east</b> (NetAF.Conversations.Instructions.		
<b>Paragraph</b> (NetAF.Conversations.Paragraph.html) Next	<i>current</i>	The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)]

**Previous**

Return  
(NetAF.Conversations.Instructions.

Type	Description
<b>Repeat</b> (NetAF.Conversations.Instructions.	

int (learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

**Implements**  
**(NetAF.Extensions.html)**

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

▼

**(NetAF.Assets.Locations.html)**

+ **NetAF.Commands**

**(NetAF.Commands.html)**

+ **NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

- **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

ByCallback

**(NetAF.Conversations.Instructions.ByCallback.html)**

First

**(NetAF.Conversations.Instructions.First.html)**

GoTo

**(NetAF.Conversations.Instructions.GoTo.html)**

IEndOfParagraphInstruction

**(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)**

Jump

**(NetAF.Conversations.Instructions.Jump.html)**

Last

**(NetAF.Conversations.Instructions.Last.html)**

Next

**(NetAF.Conversations.Instructions.Next.html)**

Previous

**(NetAF.Conversations.Instructions.Previous.html)**

Repeat

**(NetAF.Conversations.Instructions.Repeat.html)**

ToName

**(NetAF.Conversations.Instructions.ToName.html)**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

# Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**

First

+ **NetAF.Commands.**

Implementation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

**(NetAFCommands.Persistence)**

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))  
**(NetAF.Conversations.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations.**

equals(system-object-system-object))

**Instructions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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)

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

    IEndOfParagraphInstruction

    public sealed class First : IEndOfParagraphInstruction  
    (NetAF.Conversations.Instructions.

        Jump

        (NetAF.Conversations.Instructions.

        Last

        (NetAF.Conversations.Instructions.

        Next

        (NetAF.Conversations.Instructions.

**Methods**

    (NetAF.Conversations.Instructions.

    Next

    (NetAF.Conversations.Instructions.

    Previous

    (NetAF.Conversations.Instructions.

    Declaration

        ToName

        (NetAF.Conversations.Instructions.

        public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

Type

**(NetAF.Interpretation.html)**

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
<b>+ NetAF.Logic</b>	paragraphs	The collection of paragraphs.

**(NetAF.Logic.html)**

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Commands.html)**

+ **NetAF.Commands.**  
    **Persistence**  
        ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**  
    ([NetAF.Conversations.html](#))

- **NetAF.Conversations.**  
    **Instructions**  
        ([NetAF.Conversations.Instructions.html](#))

    ByCallback  
    ([NetAF.Conversations.Instructions.ByCallback.html](#))  
    First  
    ([NetAF.Conversations.Instructions.First.html](#))  
    GoTo  
    ([NetAF.Conversations.Instructions.GoTo.html](#))  
    IEndOfParagraphInstruction  
    ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
    Jump  
    ([NetAF.Conversations.Instructions.Jump.html](#))  
    Last  
    ([NetAF.Conversations.Instructions.Last.html](#))  
    Next  
    ([NetAF.Conversations.Instructions.Next.html](#))  
    Previous  
    ([NetAF.Conversations.Instructions.Previous.html](#))  
    Repeat  
    ([NetAF.Conversations.Instructions.Repeat.html](#))  
    ToName  
    ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**  
    ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**  
    ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**  
    ([NetAF.Logic.html](#))

# Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

**(NetAFCommands.html)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.**

Implementation

IEndOfParagraphInstruction ([\(NetAFCommands.Persistence.html\)](#))

Inherited Members

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAF Conversations.** ([Instructions.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First

Name ([\(NetAF.Conversations.Instructions.html\)](#)) ([Instructions \(NetAF.Conversations.html\).Instructions \(NetAF.Conversations.Instructions.html\)](#))

Assembly: NetAF.dll

Syntax ([\(NetAF.Conversations.Instructions.html\)](#))

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class GoTo : IEndOfParagraphInstruction  
Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

**GoTo(int)**

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Repeat

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public GoTo(int index)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	index	The index of the next paragraph.

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Persistence**

# Properties

## Index

Get the index.



Declaration

```
(NetAF.Commands.html)
public int Index { get; }
```

### + NetAF.Commands.

#### Persistence

Property Value

(NetAF.Commands.Persistence)

Type

### + NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

### - NetAF.Conversations.

#### Instructions

## Methods

NetAF.Conversations.Instruct

ByCallback

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

GoTo

Declaration

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

Parameters

Last

Type NetAF.Conversations.Instructions.

Name

Description

Next

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

(NetAF.Conversations.Instructions.

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.Persistence

▼

**(NetAF.Commands.html)**

**+ NetAF.Commands.**

**Persistence**

**(NetAF.Commands.Persistence.html)**

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

**- NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instructions.html)**

ByCallback

(NetAF.Conversations.Instructions.ByCallback)

First

(NetAF.Conversations.Instructions.First)

GoTo

(NetAF.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(NetAF.Conversations.Instructions.Jump)

Last

(NetAF.Conversations.Instructions.Last)

Next

(NetAF.Conversations.Instructions.Next)

Previous

(NetAF.Conversations.Instructions.Previous)

Repeat

(NetAF.Conversations.Instructions.Repeat)

ToName

(NetAF.Conversations.Instructions.ToName)

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**+ NetAF.Logic**

**(NetAF.Logic.html)**

**+ NetAF.Persistence**

# 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.Commands.

Syntax

**Persistence**

(**NetAF.Commands.Persistence**)

public interface IEndOfParagraphInstruction

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

**Methods**

Instructions

(NetAF.Conversations.Instruct

**GetIndexOfNext(Paragraph, Paragraph[])**

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First

Declaration

GoTo

(NetAF.Conversations.Instructions.

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Parameters

Type	Name	Description
(NetAF.Conversations.Instructions.		
Last		
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Next		
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Previous

Returns

(NetAF.Conversations.Instructions.

Type	Description
Repeat	
(NetAF.Conversations.Instructions.	
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)



# Properties

## Delta

Get the delta.



Declaration

### + NetAF.Commands.

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

Property Value

### + NetAF.Conversations

Type	Description
NetAF.Conversations.html	

- NetAF.Conversations.int32  
(https://learn.microsoft.com/dotnet/api/system.int32)

#### Instructions

(NetAF.Conversations.Instruct.html)

ByCallback

(NetAF.Conversations.Instructions.html)

First

(NetAF.Conversations.Instructions.html)

GoTo

## GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.html)

Jump

(NetAF.Conversations.Instructions.html)

Last

(NetAF.Conversations.Instructions.html)

Parameters

Next

Type	Name	Description
NetAF.Conversations.Instructions.html		

Name

Description

PreviousParagraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
--	---------	------------------------

current

Description

Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.
--	------------	-------------------------------

paragraphs

Description

(NetAF.Conversations.Instructions.html)

Returning

ToName

Type	Description
NetAF.Conversations.Instructions.html	

Description

### + NetAF.Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Extensions.html)

## + NetAF.Interpretation

### Implements

NetAF.Interpretation.html

### # NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

▼

+ **NetAF.Commands.**

**Persistence**

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

**Instructions**

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

# Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

## Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.Persistence)**  
↳ Last

## + NetAF Conversations

Implements

IEndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#))

Implementation

## NetAF Conversations.

### Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Conversations.Instruct**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
↳ ByCallback

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)

Name EndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#).Instructions ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly NetAF

Jump

Syntax  
↳ (NetAF.Conversations.Instructions.

Last

public sealed class Last : IEndOfParagraphInstruction  
↳ (NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

## Methods

Repeat

(NetAF.Conversations.Instructions.

## GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

## + NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

## + NetAF Interpretation

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
**(NetAF.Interpretation.html)**

## + NetAF Logic

[\(NetAF.Logic.html\)](#)  
Type

Name

Description

+ NetAF Persistence

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#))  
**(NetAF.Persistence.html)**

current

The current paragraph.

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#)[])

paragraphs

The collection of paragraphs.

## + NetAF Persistence.Json

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

**(NetAF.Commands.Persistence)**

**+ 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.Persistence**

[\(NetAF.Persistence.html\)](#)

**+ NetAF.Persistence.Json**

# Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance - - -

**(NetAF.Commands.Persistence)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

**- NetAF.Conversations.**

Inherited Members

**Instructions**

**(NetAF.Conversations.Instruct**

↳ 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)))

↳ ByCallback

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)))

↳ This

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ Get

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ EndOfParagraphInstruction

Name [\(NetAF.Conversations.html\).Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Jump

Assembly [NetAF.dll](#)

Syntax [\(NetAF.Conversations.Instructions.](#)

Last

↳ [\(NetAF.Conversations.Instructions.](#)

public sealed class Next : IEndOfParagraphInstruction

Next

↳ [\(NetAF.Conversations.Instructions.](#)

Previous

↳ [\(NetAF.Conversations.Instructions.](#)

Request

**Methods**

↳ [\(NetAF.Conversations.Instructions.](#)

ToName

**GetIndexOfNext(Paragraph, Paragraph[])**

**+ NetAF.Extensions**

Get the index of the next paragraph.

**(NetAF.Extensions.html)**

Declaration

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

**+ NetAF.Logic**

**(NetAF.Logic.html)**

Type	Name	Description
<b>+ NetAF.Persistence</b>		
<b>(NetAF.Persistence.html)</b>		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

Paragraph[] ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

**(NetAF.Persistence.Json.html)**

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.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.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)

# Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance Commands.cshtml

+ **NetAF Conversations**  
↳ Previous  
([NetAF.Conversations.html](#))

Implements

- **NetAF Conversations**.  
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.Instruct](#)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))  
([NetAF.Conversations.Instructions](#)).  
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))  
([NetAF.Conversations.Instructions](#)).  
object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))  
object GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))  
object ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))  
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](#))  
([NetAF.Conversations.Instructions](#).

Assembly: NetAF

Last

Syntax  
([NetAF.Conversations.Instructions](#).

Next

public sealed class Previous : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

Methods

ToName

([NetAF.Conversations.Instructions](#).

**GetIndexOfNext(Paragraph, Paragraph[])**

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ **NetAF Interpretation**

Declaration  
([NetAF.Interpretation.html](#))

+ **NetAF Logic**

([NetAF.Logic.html](#))

Parameters

+ **NetAF Persistence**

Type  
([NetAF.Persistence.html](#))

Paragraph ([NetAF Conversations.Paragraph.html](#))

+ **NetAF Persistence.Json**

Paragraph ([NetAF.Persistence.Json.html](#))

Paragraph[] ([NetAF Conversations.Paragraph.html](#))[]

Type	Name	Description
Paragraph ( <a href="#">NetAF Conversations.Paragraph.html</a> )	current	The current paragraph.
Paragraph[] ( <a href="#">NetAF Conversations.Paragraph.html</a> )[]	paragraphs	The collection of paragraphs.

... . . . .

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

[IEndOfParagraphInstruction](#) (<NetAF.Conversations.Instructions.IEndOfParagraphInstruction.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.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

... . . . .

# Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

## + NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

## - NetAF.Conversations.

Implements

### Instructions

IEndOfParagraphInstruction (<NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

## (NetAF.Conversations.Instruct

Inherited Members

ByCallback

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)))

First

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)))

GoTo

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>)

Jump

Name <NetAF.Conversations.Instructions> (<NetAF.Conversations.html>).Instructions (<NetAF.Conversations.Instructions.html>)

Last

Assembly: NetAF.dll

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction  
Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

## + NetAF.Extensions

### GetIndexOfNext(Paragraph, Paragraph[])

(<NetAF.Extensions.html>)

Get the index of the next paragraph.

## + NetAF.Interpretation

(<NetAF.Interpretation.html>)

## + NetAF.Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
(<NetAF.Logic.html>)

## + NetAF.Persistence

Parameters

(<NetAF.Persistence.html>)

Type

## + NetAF.Persistence.Json

Paragraph (<NetAF.Conversations.Paragraph.html>)

(<NetAF.Persistence.Json.html>)

Paragraph (<NetAF.Conversations.Paragraph.html>)[]

## + NetAF.Rendering

Type	Name	Description
Paragraph ( <a href="NetAF.Conversations.Paragraph.html">NetAF.Conversations.Paragraph.html</a> )	current	The current paragraph.
Paragraph ( <a href="NetAF.Conversations.Paragraph.html">NetAF.Conversations.Paragraph.html</a> )[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

- + **NetAF.Conversations**  
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)  
**(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.Persistence**  
**(NetAF.Persistence.html)**
- + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
- + **NetAF.Rendering**

# Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

## + NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ToName

## - NetAF.Conversations.

Implements

### Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

## (NetAF.Conversations.Instruct

Inherited Members

ByCallback

object [\(NetAF.Object.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object [\(NetAF.ObjectObject.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object [\(NetAF.GetHashCode.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object [\(NetAF.GetType.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object [\(NetAF.ReferenceEquals.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object [\(NetAF.ToString.html\)](#) ([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](#))

Last

Assembly: [NetAF.dll](#)

(NetAF.Conversations.Instructions.

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class ToName : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

## ToName(string)

### + NetAF.Extensions

#### (NetAF.Extensions.html)

An end of paragraph instruction that shifts paragraphs based on a name.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

public ToName(string name)

### + NetAF.Logic

(NetAF.Logic.html)

Parameters

### + NetAF.Persistence

Type

(NetAF.Persistence.html)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.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.Conversations

(NetAF.Conversations.html)

### - NetAF.Conversations.

Property Value

## Instructions

Type	Description
ByCallback string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Conversations.Instructions.	

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

## GetIndexOfNext(Paragraph, Paragraph[])

Jump

(NetAF.Conversations.Instructions.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

param NetAF.ConversationsExtensionsParagraph current, Paragraph[] paragraphs)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

Type	Name	Description
NetAF.Conversations.Instructions.		
ToName Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.	current	The current paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

Returns

### + NetAF.Interpretation

Type

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

### + NetAF.Logic

(NetAF.Logic.html)

## Implements

### + NetAF.Persistence

## (NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

▼

- + **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.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
-- -- -- -- --

# Namespace NetAF.Extensions

## Classes

Filter by title

### DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

#### + NetAF.Commands

Provides extension versions for Directions.  
(NetAF.Commands.html)

#### + NetAF.Commands.

### StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

#### Persistence

Provides extension methods for StringBuilder.  
(NetAF.Commands.Persistence)

#### + NetAF.Conversations

### StringExtensions (NetAF.Extensions.StringExtensions.html)

#### (NetAF.Conversations.html)

Provides extension methods for strings.

#### + NetAF.Conversations.

##### Instructions

(NetAF.Conversations.Instruct

#### - NetAF.Extensions

(NetAF.Extensions.html)

    DirectionExtensions

        (NetAF.Extensions.DirectionExtens

    StringBuilderExtensions

        (NetAF.Extensions.StringBuilderEx

    StringExtensions

        (NetAF.Extensions.StringExtension

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ DirectionExtensions

+ **NetAF.Commands.**

Inherited Members

**Persistence**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Commands.Persistence.html)**

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Conversations.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations.**

Inherited Members  
**Instructions**  
**(NetAF.Conversations.Instructions.html)**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Extensions**

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

**(NetAF.Extensions.html)**

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

public static class DirectionExtensions  
(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ **NetAF.Interpretation**

**Methods**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**Inverse(Direction)**

**(NetAF.Logic.html)**

Get an inverse direction

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

Declaration

+ **NetAF.Persistence.Json**

public static Direction Inverse(this Direction value)

**(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

Parameters

**(NetAF.Rendering.html)**

Type

+ **NetAF.Rendering.Frame**

Direction (<https://learn.microsoft.com/dotnet/api/system.direction>)

**Builders**

**(NetAF.Rendering.FrameBuilder.html)**

Returns

+ **NetAF.Rendering.Frame**

**Builders Color**

**Color**

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands  
[\(NetAF.Commands.html\)](#)
- + NetAF.Commands.  
**Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + NetAF.Conversations  
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.  
**Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence  
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json  
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
**Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame  
**Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

## + NetAF.Commands

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Commands.html\)](#)  
↳ `StringBuilderExtensions`

## + NetAF.Commands.

Inherited Members

### Persistence

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
[\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
[\(NetAF.Conversations.html\)](#)

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
[\(NetAF.Conversations.Instruction.html\)](#)  
`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## - NetAF.Extensions

Namespace: `NetAF` ([NetAF.html](#)).`Extensions` ([NetAF.Extensions.html](#))

## (NetAF.Extensions.html)

Assembly: `NetAF.dll`

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

`StringBuilderExtensions`  
public static class `StringBuilderExtensions`  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

## + NetAF.Interpretation

### Methods

## (NetAF.Interpretation.html)

## + NetAF.Logic

### EnsureFinishedSentence(StringBuilder)

[\(NetAF.Logic.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

## + NetAF.Persistence

### (NetAF.Persistence.html)

## + NetAF.Persistence.Json

`public static void EnsureFinishedSentence(this StringBuilder value)`

## (NetAF.Persistence.Json.html)

## + NetAF.Rendering

Parameters

### (NetAF.Rendering.html)

Type

## + NetAF.Rendering.Frame

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

Builders

## (NetAF.Rendering.FrameBuilder.html)

## + NetAF.Rendering.Frame

Builders Color

	Name	Description
<code>value</code>	The string to finish.	

▼

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
  **Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ StringExtensions

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Commands.Persistence.html)**

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Conversations.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
**(NetAF.Conversations.Instruction.html)**  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## - NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

### (NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

public static class StringExtensions  
(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

## + NetAF.Interpretation

### Methods

#### (NetAF.Interpretation.html)

## + NetAF.Logic

### CASEINSENSITIVECONTAINS(string, string)

#### (NetAF.Logic.html)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

## + NetAF.Persistence

### (NetAF.Persistence.html)

Declaration

## + NetAF.Persistence.Json

public static bool CaseInsensitiveContains(this string value, string subString)

### (NetAF.Persistence.Json.html)

## + NetAF.Rendering

Parameters

### (NetAF.Rendering.html)

Type

## + NetAF.Rendering.Frame

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### Builders

StringBuilder (<https://learn.microsoft.com/dotnet/api/system.string>)

## + NetAF.Rendering.Frame

Returns

### Builders Color

	Name	Description
Type		
StringBuilder	value	The value.

## + NetAF.Rendering.Frame

Returns

### Builders Color

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

▼

## EnsureFinishedSentence(string)

### + NetAF.Commands.

#### Persistence

[\(NetAF.Commands.Persistence.html\)](#)  
public static string EnsureFinishedSentence(this string value)

### + NetAF.Conversations

Parameters  
[\(NetAF.Conversations.html\)](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string to finish.

### (NetAF.Conversations.Instruct

Returns

#### - NetAF.Extensions

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	The finished string.

(NetAF.Extensions.DirectionExtensions)

StringExtensions

(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

StringExtensions	The finished string.
------------------	----------------------

(NetAF.Extensions.StringExtension)

## EqualsExaminable(string, IExaminable)

Determine if this string equals an IExaminable.

### + NetAF.Interpretation

Parameters  
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Parameters

### + NetAF.Persistence

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

### + NetAF.Persistence.Json

<a href="#">(NetAF.Persistence.Json.html)</a>	examinable	The examinable.
---	------------	-----------------

### + NetAF.Rendering

Returns

[\(NetAF.Rendering.html\)](#)

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if this string equals the identifier, else false.

### (NetAF.Rendering.FrameBuilders)

### + NetAF.Rendering.FrameBuilders

Color

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Name**

**Description**

*value*

The value.

+ **NetAF.Commands**

[Identifier \(NetAF.Assets.Identifier.html\)](#)

**Persistence**

*identifier*

The identifier.

Returns

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**Description**

True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

**Instructions**

[GetObjectIdentifier\(string\)](#)

**NetAF.Extensions**

Get an objectifier to a word.

[\(NetAF.Extensions.html\)](#)

Declaration

DirectionExtensions

```
public static string GetObjectIdentifier(this string word)
```

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderEx\)](#)

Parameters

**String**

[\(NetAF.Extensions.StringExtension\)](#)

**Type**

+ **NetAF.Interpretation**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Interpretation.html\)](#)

**Name**

**Description**

*word*

The word.

Returns

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

**Description**

+ **NetAF.Persistence**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

The objectifier.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

**IsPlural(string)**

[\(NetAF.Persistence.Json.html\)](#)

Get if a word is plural.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

**Builders**

[public static bool IsPlural\(this string word\)](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders Color](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the word is plural.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

**IsVowel(string)**

**Persistence**

Get if a character is a vowel.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

public static bool IsVowel(this string value)

+ **NetAF.Conversations.**

**Instructions**

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

- **NetAF.Extensions**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

Returns

**DirectionExtensions**

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type

**StringBuilderExtensions**

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

**LineCount(string)**

[\(NetAF.Interpretation.html\)](#)

Determine the number of lines in this string.

+ **NetAF.Logic**

Declaration

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

LineCount(this string value)

[\(NetAF.Persistence.html\)](#)

Parameters

**NetAF.Persistence.Json**

Type

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Returns

+ **NetAF.Rendering.Frame**

Type

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ **NetAF.Rendering.Frame**

**Builders Color**

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### + NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

### + NetAF.Commands.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Persistence

(NetAF.Commands.Persistence.html)

Returns

### + NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

### ToDescription(string)

Returns this string as a Description.

(NetAF.Extensions.html)

Declaration

DirectionExtensions

(NetAF.Extensions.DirectionExtensions.html)

```
public static Description ToDescription(this string value)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions.html)

StringExtensions

Parameters

(NetAF.Extensions.StringExtension.html)

Type

### + NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

### NetAF.Logic

(NetAF.Logic.html)

Type

### + NetAF.Persistence

Description (NetAF.Assets.Description.html)

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

ToIdentifier(string) (NetAF.Persistence.Json.html)

Returns the string as an Identifier.

(NetAF.Rendering.html)

Declaration

### + NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

### + NetAF.Rendering.Frame

Builders Color

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> )	This string as an identifier.

### + NetAF.Commands

#### ([NetAF.Commands.html](#))

### ToSentenceCase(string)

#### Persistence

Convert a string to sentence case.

#### ([NetAF.Commands.Persistence.html](#))

Declaration

### + NetAF.Conversations

#### ([NetAF.Conversations.html](#))

```
public static string ToSentenceCase(this string value)
```

### + NetAF.Conversations.

### Instructions

Parameters

#### ([NetAF.Conversations.Instruct.html](#))

#### Type

### - NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### ([NetAF.Extensions.html](#))

Returns

### DirectionExtensions

#### ([NetAF.Extensions.DirectionExtensions.html](#))

#### Type

### StringBuilderExtensions

#### ([NetAF.Extensions.StringBuilderExtensions.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### StringExtensions

#### ([NetAF.Extensions.StringExtension.html](#))

### + NetAF.Interpretation

#### ([NetAF.Interpretation.html](#))

Convert a string to speech.

### + NetAF.Logic

Declaration

#### ([NetAF.Logic.html](#))

### + NetAF.Persistence

#### ([NetAF.Persistence.html](#))

### Parameters

#### ([NetAF.Persistence.Json.html](#))

#### Type

#### ([NetAF.Persistence.Json.html](#))

### + NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### ([NetAF.Rendering.html](#))

Returns

### + NetAF.Rendering.Frame

#### Type

### Builders

#### ([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Description

### + NetAF.Rendering.Frame

#### Builders Color

The value in sentence case.

▼

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**  
  **Persistence**  
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
  - StringBuilderExtensions  
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**  
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders Color**  
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

# Namespace NetAF.Interpretation

## Classes

Filter by title

### + ~~NetAF.Commands~~

#### **CommandHelp** ([NetAF.Interpretation.CommandHelp.html](#)) ([NetAF.Commands.html](#))

Provides help for a command.

#### + **NetAF.Commands**.

Persistence

#### ~~CustomCommandInterpreter~~

#### **CustomCommandInterpreter** ([NetAF.Interpretation.CustomCommandInterpreter.html](#)) ([NetAF.Commands.Persistence.html](#))

#### + **NetAF.Conversations**.

Provides an object that can be used for interpreting custom commands.

([NetAF.Conversations.html](#))

### + ~~NetAF.Conversations~~

#### **InterpretationResult** ([NetAF.Interpretation.InterpretationResult.html](#))

Instructions

Represents the result of an interpretation.

([NetAF.Conversations.Instruct.html](#))

### + ~~NetAF.Extensions~~

#### **Extensions** ([NetAF.Extensions.html](#))

### + ~~NetAF.Interpretation~~

#### **IInterpreter** ([NetAF.Interpretation.IInterpreter.html](#)) ([NetAF.Interpretation.html](#))

Represents any object that can act as an interpreter for input.

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

#### + **NetAF.Logic**

([NetAF.Logic.html](#))

#### + **NetAF.Persistence**

([NetAF.Persistence.html](#))

#### + **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

#### + **NetAF.Rendering**

([NetAF.Rendering.html](#))

#### + **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

#### + ~~NetAF.Rendering.Frame~~

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

Implements

IEnumerable<CommandHelp> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1<CommandHelp>>)

([NetAF.Interpretation.CommandHelp.html](#))

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Syntax: `NetAF.Interpretation.CommandHe`

CustomCommandInterpreter

public sealed class CommandHelp : IEquatable<CommandHelp>

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.Interpretation.html](#))

+ [NetAF.Logic](#)

CommandHelp(string, string)

+ [NetAF.Persistence](#)

CommandHelp(string, string)

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

+ [NetAF.Rendering.Frame](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The help.

+ [NetAF.Renderina.Frame](#)

# Properties

## Command

Get the command.

Declaration

([NetAF.Commands.html](#))  
public string Command { get; }

+ NetAF.Commands.

**Persistence**  
Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

**Instructions**

**Description**  
([NetAF.Conversations.Instruct.html](#))

Get the description of the command.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public string Description { get; }

([NetAF.Interpretation.html](#))

CommandHelp

Property Value  
([NetAF.Interpretation.CommandHelp.html](#))

Type

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

## Methods

+ NetAF.Logic

([NetAF.Logic.html](#))

**Equals(CommandHelp)**

+ NetAF.Persistence

Indicates whether the current object is equal to another object of the same type.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public bool Equals(CommandHelp other)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Name	Description
other	An object to compare with this object.

+ NetAF.Renderina.Frame

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).  <a href="#">(NetAF.Commands.html)</a>

## + NetAF.Commands. Implements Persistence

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

### + 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.Persistence

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

### + NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

### + NetAF.Renderina.Frame

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

(NetAF.Commands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands

Persistence

Implements

(NetAF.Commands.Persistence.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)))

Instructions

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Extensions

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(NetAF.Extensions.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Interpretation

(NetAF.Interpretation.html)

Assembly: NetAF.dll

CommandHelp

Syntax

NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

public class CustomCommandInterpreter : IInterpreter

IInterpreter

(NetAF.Interpretation.IInterprete

InterpretationResult

(NetAF.Interpretation.Interpretation

Properties

+ NetAF.Logic

(NetAF.Logic.html)

SupportedCommands

+ NetAF.Persistence

(NetAF.Persistence.html)

GetSupportedCommands, SupportedCommands.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

public CommandHelp[] SupportedCommands { get; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

Description

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

(NetAF.Commands.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct.html)

CommandHelp (NetAF.Interpretation.CommandHelp.html)[]

+ NetAF.Extensions

(NetAF.Extensions.html)

## Interpret(string, Game)

(NetAF.Interpretation.html)

Interpret a string.

CommandHelp

Declaration

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

```
public InterpretCustomCommandInterpreter Interpret(string input, Game game)
```

IInterpreter

(NetAF.Interpretation.IInterpreter.html)

Parameters

InterpretationResult

Type

NetAF.Interpretation.Interpretation

Name

Description

+ NetAF.Logic

(NetAF.Logic.html)

Game (NetAF.Logic.Game.html)

Name

Description

input

The string to interpret.

game

The game.

+ NetAF.Persistence

Returns

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Description

InterpretationResult

The result of the interpretation.

+ NetAF.Rendering

(NetAF.Rendering.html)

Implements

+ NetAF.Rendering.Frame

Interpreter (NetAF.Interpretation.IInterpreter.html)

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

▼

**(NetAF.Commands.html)**

- + **NetAF.Commands.**  
  **Persistence**  
    (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**  
    (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**  
  **Instructions**  
    (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**  
    (**NetAF.Extensions.html**)
- **NetAF.Interpretation**  
    (**NetAF.Interpretation.html**)
  - CommandHelp  
    (**NetAF.Interpretation.CommandHelp.html**)
  - CustomCommandInterpreter  
    (**NetAF.Interpretation.CustomCommandInterpreter.html**)
  - IInterpreter  
    (**NetAF.Interpretation.IInterpreter.html**)
  - InterpretationResult  
    (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**  
    (**NetAF.Logic.html**)
- + **NetAF.Persistence**  
    (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**  
    (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**  
    (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**  
  **Builders**  
    (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

(NetAF.Commands.html)

Syntax

**NetAF.Commands.**

**Persistence**

public interface IInterpreter

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

**Properties**

Instructions

(NetAF.Conversations.Instruct)

**SupportedCommands**

+ NetAF.Extensions

Get an array of all supported commands.

(NetAF.Extensions.html)

Declaration

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

CommandHelp

(NetAF.Interpretation.CommandHe

Property Value

CustomCommandInterpreter

Type (NetAF.Interpretation.CustomComr

Description

IInterpreter

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Interpretation.IInterpreter.h

InterpretationResult

(NetAF.Interpretation.Interpretation

**Methods**

(NetAF.Logic.html)

+ NetAF.Persistence

GetContextualCommandHelp(Game)

(NetAF.Persistence.html)

Get contextual command help for a game, based on its current state.

+ NetAF.Persistence.Json

De (NetAF.Persistence.Json.html)

+ NetAF.Rendering

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Parameters

**Builders**

Type

(NetAF.Rendering.FrameBuilder)

Game (NetAF.Logic.Game.html)

+ NetAF.Rendering.Frame

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	The contextual help.

## ▼ Interpret(string, Game)

(NetAF.Commands.html)  
Interpret a string.

### + NetAF.Commands. Declaration Persistence

(NetAF.Commands.Persistence)  
Interpret a string (string input, Game game)

### + NetAF.Conversations

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions  
String (<https://learn.microsoft.com/dotnet/api/system.string>)  
(NetAF.Conversations.Instruction)  
Game (NetAF.Logic.Game.html)

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### - Type NetAF.Interpretation

(NetAF.Interpretation.html)  
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

CommandHelp  
(NetAF.Interpretation.CommandHelp)  
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCommandInterpreter)  
IInterpreter  
(NetAF.Interpretation.IInterpreter)  
InterpretationResult  
(NetAF.Interpretation.InterpretationResult)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Renderina.Frame

# Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

**(NetAF.Commands.html)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

Persistence

**(NetAF.Commands.Persistence)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

**NetAF.Interpretation**

Syntax

**(NetAF.Interpretation.html)**

```
CommandHelp  
public class InterpretationResult  
(NetAF.Interpretation.CommandHe  
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCom  
Interpreter  
(NetAF.Interpretation.IInterprete  
InterpretationResult  
(NetAF.Interpretation.IInterpreta  
InterpretationResult(bool, ICommand)
```

+ **NetAF.Logic**

Represents the result of an interpretation.

**(NetAF.Logic.html)**

Declaration

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

+ **NetAF.Persistence.Json**

Part

**(NetAF.Persistence.Json.html)**

Type	Name	Description
+ <b>NetAF.Rendering</b>		
b (NetAF.Rendering.html)	wasInterpretedSuccessfully	If interpretation was successful.
+ <b>NetAF.Rendering.Frame</b>	command	The command.

+ **NetAF.Renderina.Frame**

# Properties

## Command

Get the command.

Declaration

**(NetAF.Commands.html)**

```
public ICommand Command { get; }
```

+ NetAF.Commands.

### Persistence

Property Value

**(NetAFCommands.Persistence.html)**

Type

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

**(NetAF.Conversations.html)**

+ NetAF.Conversations.

### Instructions

**Fail**

**(NetAF.Conversations.Instruct.html)**

Get a default result for failure.

+ NetAF.Extensions

Declaration

**(NetAF.Extensions.html)**

- NetAF.Interpretation

```
public static InterpretationResult Fail { get; }
```

**(NetAF.Interpretation.html)**

Property Value

**(NetAF.Interpretation.CommandHelp.html)**

Type

CustomCommandInterpreter

**(NetAF.Interpretation.CustomCommandInterpreter.html)**

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

**IInterpreter**

**(NetAF.Interpretation.IInterpreter.html)**

InterpretationResult

**WasInterpretedSuccessfully**

**(NetAF.Interpretation.WasInterpretedSuccessfully.html)**

Declaration

**(NetAF.Logic.html)**

+ NetAF.Persistence

**(NetAF.Persistence.html)**

+ NetAF.Persistence.Json

Property Value  
**(NetAF.Persistence.Json.html)**

Type

+ NetAF.Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

**(NetAF.Rendering.html)**

+ NetAF.Rendering.Frame

Builders

**(NetAF.Rendering.FrameBuilder.html)**

+ NetAF.Renderina.Frame

Builders

**(NetAF.Renderina.FrameBuilder.html)**

▼

**(NetAF.Commands.html)**

- + **NetAF.Commands.**  
  **Persistence**  
    (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**  
    (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**  
  **Instructions**  
    (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**  
    (**NetAF.Extensions.html**)
- **NetAF.Interpretation**  
    (**NetAF.Interpretation.html**)
  - CommandHelp  
    (**NetAF.Interpretation.CommandHelp.html**)
  - CustomCommandInterpreter  
    (**NetAF.Interpretation.CustomCommandInterpreter.html**)
  - IInterpreter  
    (**NetAF.Interpretation.IInterpreter.html**)
  - InterpretationResult  
    (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**  
    (**NetAF.Logic.html**)
- + **NetAF.Persistence**  
    (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**  
    (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**  
    (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**  
  **Builders**  
    (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

# Namespace NetAF.Logic

## Classes

Filter by title

### AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands.

Persistence  
Provides a catalog of all assets in a game.

(NetAF.Commands.Persistence)

### AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.

(NetAF.Commands.AssetGenerator.html) assets.

+ NetAF.Conversations.

### EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

### Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

### GameConfiguration (NetAF.Logic.GameConfiguration.html)

- NetAF.Logic

Represents a configuration for a game.

(NetAF.Logic.html)

AssetCatalog

### GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

Provides a container for game end conditions.  
(NetAF.Logic.AssetGenerator.html)

EndCheck

### GameInfo (NetAF.Logic.GameInfo.html)

EndCheckResult

Provides information about a game.  
(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

### PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

Game (NetAF.Logic.Game.html)

Provides a record of the location of a playable character.

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

## Enums

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

### ExitMode (NetAF.Logic.ExitMode.html)

GameInfo

Enumeration of exit modes.  
(NetAF.Logic.GameInfo.html)

GameSetupCallback

### GameState (NetAF.Logic.GameState.html)

GameSetupCallback

Enumeration of game states.  
(NetAF.Logic.GameState.html)

# Delegates

## EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

▼

## GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

### + NetAF.Commands

Represents the callback used for Game creation.

Persistence

(NetAF.Commands.Persistence.html)

## GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

### + NetAF.Conversations

Represents the callback used for Game setup.

(NetAF.Conversations.html)

### + NetAF.Conversations

## OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Instructions

Represents a callback for Overworld creation.

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

## PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Extensions.html)

Represents a callback for Player creation.

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### - NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

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)

# Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

**Persistence**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

**(NetAF.Commands.Persistence)**

↳ AssetCatalog

+ **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.Extensions**

**(NetAF.Extensions.html)**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax: **(NetAF.Logic.html)**

AssetCatalog  
public class AssetCatalog  
([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator  
([NetAF.Logic.AssetGenerator.html](#))

EndCheck  
([NetAF.Logic.EndCheck.html](#))

EndCheckResult  
([NetAF.Logic.EndCheckResult.html](#))

ExitMode  
([NetAF.Logic.ExitMode.html](#))

GetGame([NetAF.Logic.Game.html](#))

GameConfiguration  
Declaration  
([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback  
public NonPlayableCharacter[] Characters { get; }  
([NetAF.Logic.GameCreationCallback](#))

GameEndConditions  
([NetAF.Logic.GameEndConditions.html](#))

PropertyValue

GameInfo

Type  
([NetAF.Logic.GameInfo.html](#))

GameSetupCallback  
NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]  
([NetAF.Logic.GameSetupCallback](#))

GameState

([NetAF.Logic.GameState.html](#))

+ **Examinables**

OnVehicleCreationCallback

Type	Description
GameSetupCallback NonPlayableCharacter ( <a href="#">NetAF.Assets.Characters.NonPlayableCharacter.html</a> )[] ( <a href="#">NetAF.Logic.GameSetupCallback</a> )	

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```

Property Value

Type	Description
(NetAF.Commands.Persistence.IExaminable (NetAF.Assets.IExaminable.html))	

## + NetAF.Conversations

(NetAF.Conversations.html)

## ItemContainers

+ NetAF.Conversations.

Get the item containers.

(NetAF.Conversations.Instruct

Declaration

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type

## - NetAF.Logic

ItemContainer (NetAF.Assets.IItemContainer.html))

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

## Items

### AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Get the items

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Property Value

(NetAF.Logic.Game.html)

Type

GameConfiguration

(NetAF.Logic.GameConfiguration.h

ItemGameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

## Players

GameInfo

(NetAF.Logic.GameInfo.html)

Get the players

GameSetupCallback

Declaration

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Players

Property Value

(NetAF.Logic.Players.html)

OverworldCreationCallback

Description

Description

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

## Rooms

### Persistence

Get the rooms.

(NetAF.Commands.Persistence.html)

Declaration

### + NetAF.Conversations

(NetAF.Conversations.html) }

### + NetAF.Conversations.

Property Value

### InSTRUCTIONS

(NetAF.Conversations.Instruct.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.AssetCatalogs.Room.html)

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

## Methods

### - NetAF.Logic

(NetAF.Logic.html)

### FromGame(Game)

AssetCatalog

Create a new AssetCatalog from a game.

AssetGenerator

Declaration (NetAF.Logic.AssetGenerator.html)

EndCheck

public static AssetCatalog FromGame(Game game)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to create the catalog from.

Returns GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

Type NetAF.Logic.GameCreationCallba

Description

GameEndConditions

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.html)

The populate asset catalog.

GameInfo

(NetAF.Logic.GameInfo.html)

## Registers(params IExaminable[])

(NetAF.Logic.GameSetupCallback.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameState.html)

Declaration OverworldCreationCallback

```
public void Register(params IExaminable[] examinables)
```

## Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

## Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations  
Register a conversation template.

Registers a conversation template.

- NetAF.Conversations.

## Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

Parameters  
(NetAF.Extensions.html)

Type  
+ NetAF.Interpretation

IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates  
IExaminable (NetAF.Assets.IExaminable.html)<>

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Type	Name	Description
IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates IExaminable (NetAF.Assets.IExaminable.html)<>	templates	The templates to register.

# Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance.....

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#)

Inheritance.....

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([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>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)), [NetAF.Logic.html](#))

Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetCatalog

public sealed class AssetGenerator

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Custom(OverworldCreationCallback, PlayerCreationCallback)

([NetAF.Logic.ExitMode.html](#))

CreateGameSetupCallback creates custom values. Callbacks determine the overworld and player that will be returned from GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.h](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb

ack, PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type

([NetAF.Logic.GameSetupCallback](#))

GameState

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

Type	Name	Description
GameSetupCallback	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
AssetGeneration (NetAF.Commands.Persistence.html) + NetAF.Conversations	Asset generation that will always return an overworld and a player as defined by the callbacks.

**(NetAF.Conversations.html)**

## GetOverworld

### Instructions

Get the overworld.

**(NetAF.Conversations.Instruct**

Declaration

+ NetAF.Extensions

**(NetAF.Extensions.html)**

public Overworld GetOverworld()

+ NetAF.Interpretation

**(NetAF.Interpretation.html)**

Returns

Type	Description
<b>(NetAF.Logic.html)</b>	

Overworld (NetAF.Assets.Locations.Overworld.html)

AssetCatalog

**(NetAF.Logic.AssetCatalog.html)**

AssetGenerator

**(NetAF.Logic.AssetGenerator.html)**

EndCheck

Get the player.

**(NetAF.Logic.EndCheck.html)**

Declaration

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**public PlayableCharacter GetPlayer()**

**(NetAF.Logic.ExitMode.html)**

Game (NetAF.Logic.Game.html)

Returns

GameConfiguration

Type	Description
<b>(NetAF.Logic.GameConfiguration.h)</b>	

GameCreationCallback

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Type	Description
<b>(NetAF.Logic.GameCreationCallback.h)</b>	

GameEndConditions

**(NetAF.Logic.GameEndConditions.html)**

GamelInfo

**(NetAF.Logic.GamelInfo.html)**

CreateGameStepGenerator that creates new values. Different instances of overworld and player will be returned on each call.

**(NetAF.CreateGameStepGenerator.html)**

GameState

Declaration

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCa**

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

## Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< <b>(NetAF.Commands.Persistence)</b> Overworld (NetAF.Assets.Locations.Overworld.html)>	overworldTemplate	The overworld template.
+ NetAF.Conversations IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< <b>(NetAFConversations.html)</b> PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) > NetAF.Conversations.	playerTemplate	The player template.

## Instructions

Returns

### (NetAF.Conversations.Instruct)

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.
+ NetAF.Interpretation (NetAF.Interpretation.html)	

## New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

### (NetAF.Logic.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

Asset Catalog  
AssetGenerator

(NetAF.Logic.AssetGenerator.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

## Parameters

ExitMode

Type	Name	Description
(NetAF.Logic.ExitMode.html)		
Game (NetAF.Logic.Game.html)	overworldMaker	The overworld maker.

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

NetAF.Logic.GameCreationCallback

GameEndConditions

Return (NetAF.Logic.GameEndConditions)

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

AssetCreationCallback

(NetAF.Logic.AssetCreationCallback)

Asset generation that will always return a new overworld and a new player.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

## Retained(Overworld, PlayableCharacter)

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

## Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

### Parameters

#### (NetAF.Commands.Persistence.html)

##### Type

#### + NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

#### (NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

#### + NetAF.Conversations.

### Instructions

#### Returns

#### (NetAF.Conversations.Instruct.html)

##### Type

#### + NetAF.Extensions

AssetGenerator

#### (NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

##### Description

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)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

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

# Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) | Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax  
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).EndCheckResult EndCheck(Game game)

**Instructions**

[\(NetAF.Conversations.Instruct](#)

Parameters

+ <a href="#">NetAF.Extensions</a>	Name	Description
<a href="#">(NetAF.Extensions.html)</a> Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ [NetAF.Interpretation](#)

Returns  
[\(NetAF.Interpretation.html\)](#)

- Type <a href="#">NetAF.Logic</a>	Description
<a href="#">(NetAF.Logic.html)</a> .Logic.EndCheckResult.html	Returns a result from the check.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

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)

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Conversations.html)**  
↳ EndCheckResult

+ **NetAF Conversations.**

Inherited Members

**Instructions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Conversations.Instruct**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Extensions.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- **NetAF Logic** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
**(NetAF.Logic.html)**

Namespace: NetAF (<https://learn.microsoft.com/dotnet/html>).Logic (<https://learn.microsoft.com/dotnet/html>).Logic.html)

AssetCatalog

Assembly: NetAF.dll

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.AssetCatalog.html)

Syntax

AssetGenerator

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.AssetGenerator.html)  
public class EndCheckResult

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.EndCheck.html)

EndCheckResult

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.EndCheckResult.html)

ExitMode

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.ExitMode.html)

**EndCheckResult(bool, string, string)**

GameConfiguration

Represents the result of an end check.  
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameConfiguration.h

GameCreationCallback

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameCreationCallba

GameEndConditions

public EndCheckResult(bool hasEnded, string title, string description)  
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameEndConditions.h

GamelInfo

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GamelInfo.html)

GameSetupCallback

Type  
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameSetupCallback.h

GameState

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameState.html)

string

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameState.h

OverworldCreationCallback

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.OverworldCreationC

PlayableCharacterLocation

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.PlayableCharacterLo

Playables

# Properties

## Description

Get a description of the end.

Declaration

### + NetAF.Conversations

public string Description { get; }

### + NetAF.Conversations.

Property Value

#### Instructions

Type	Description
NetAF.Conversations.Instruct	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

#### HasEnded

(NetAF.Interpretation.html)

Get if the game has come to an end.

### - NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

public bool HasEnded { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

EndCheck

Type	Description
(NetAF.Logic.EndCheck.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

#### NotEnded

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a default result for not ended.

(NetAF.Logic.GameConfiguration.html)

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallba

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Type	Description
GameSetupCallback	

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Title

PlayableCharacterLocation

Get a title to assign PlayableCharac

terLocation

PlayLevel

Get a title to assign PlayLevel

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
+ <a href="#">NetAF.Conversations</a> ( <a href="https://docs.microsoft.com/dotnet/api/system.string">https://docs.microsoft.com/dotnet/api/system.string</a> )	
( <a href="#">NetAF.Conversations.html</a> )	
+ <a href="#">NetAF.Conversations.</a>	
<a href="#">Instructions</a>	
( <a href="#">NetAF.Conversations.Instruct</a>	
+ <a href="#">NetAF.Extensions</a>	
( <a href="#">NetAF.Extensions.html</a> )	
+ <a href="#">NetAF.Interpretation</a>	
( <a href="#">NetAF.Interpretation.html</a> )	
- <a href="#">NetAF.Logic</a>	
( <a href="#">NetAF.Logic.html</a> )	
AssetCatalog	
( <a href="#">NetAF.Logic.AssetCatalog.html</a> )	
AssetGenerator	
( <a href="#">NetAF.Logic.AssetGenerator.html</a> )	
EndCheck	
( <a href="#">NetAF.Logic.EndCheck.html</a> )	
EndCheckResult	
( <a href="#">NetAF.Logic.EndCheckResult.htm</a>	
ExitMode	
( <a href="#">NetAF.Logic.ExitMode.html</a> )	
Game	
( <a href="#">NetAF.Logic.Game.html</a> )	
GameConfiguration	
( <a href="#">NetAF.Logic.GameConfiguration.h</a>	
GameCreationCallback	
( <a href="#">NetAF.Logic.GameCreationCallba</a>	
GameEndConditions	
( <a href="#">NetAF.Logic.GameEndConditions.</a>	
GameInfo	
( <a href="#">NetAF.Logic.GameInfo.html</a> )	
GameSetupCallback	
( <a href="#">NetAF.Logic.GameSetupCallback.</a>	
GameState	
( <a href="#">NetAF.Logic.GameState.html</a> )	
OverworldCreationCallback	
( <a href="#">NetAF.Logic.OverworldCreationCa</a>	
PlayableCharacterLocation	
( <a href="#">NetAF.Logic.PlayableCharacterLo</a>	
...	



# Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Conversations](#)([soft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

## Instructions

Implementations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

+ [NetAF.Extensions](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

## ([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

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>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

## Properties

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

ActiveConverser ([NetAF.Logic.ActiveConverser.html](#))

GameInfo

Get the active converser.

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

public IConverser ActiveConverser { get; }

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
PlayableCharacterLocation	( <a href="#">NetAF.Logic.PlayableCharacterLocation.html</a> )
IConverser ( <a href="#">NetAF.Assets.Characters.IConverser.html</a> )	( <a href="#">NetAF.Logic.PlayerCreationCallback.html</a> )

# Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

Property Value

+ **NetAF.Conversations.**

Type Instructions

([NetAF.Conversations.Instruct](#))

[AssetCatalog \(NetAF.Logic.AssetCatalog.html\)](#)

Description

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**Configuration**

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

**NetAF.Logic**

([NetAF.Logic.html](#))

```
public GameConfiguration Configuration { get; }
```

[AssetCatalog](#)

([NetAF.Logic.AssetCatalog.html](#))

Property Value

Type

EndCheck

Game (NetAF.Logic.EndCheck.html)

([NetAF.Logic.EndCheck.html](#)).GameConfiguration.html)

Description

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

**EndConditions**

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

Get the end conditions.

GameConfiguration

Declaration

[NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Property Value

GameInfo

Type

([NetAF.Logic.GameInfo.html](#))

Description

GameSetupCallback

GameEndConditions (NetAF.Logic.GameEndConditions.html)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

**Info**

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Get PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public GameInfo Info { get; }
```

## Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

## + NetAF.Conversations.

### Instructions Introduction (NetAF.Conversations.Instruct

Get the introduction.

### + NetAF.Extensions

Declaration  
(NetAF.Extensions.html)

## + NetAF.Interpretation

```
public string Introduction { get; }
```

(NetAF.Interpretation.html)

## NetAF.Logic

### Property Value

Type	Description
AssetCatalog string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Logic.AssetCatalog.html)	

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Get iEndCheckResult.

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public bool IsExecuting { get; }
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

### Property Value

GameCreationCallback

### Type (NetAF.Logic.GameCreationCallba

Type	Description
GameEndConditions bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) (NetAF.Logic.GameEndConditions.h	

GameInfo

(NetAF.Logic.GameInfo.html)

## Overworld

GameSetupCallback

(NetAF.Logic.GameSetupCallback.h

Get the overworld.

GameState

Declaration  
(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public OverworldID Overworld { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

### Property Value

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

## Player

Get the player.

### + NetAF Conversations.

Declaration

#### Instructions

##### (NetAF Conversations.Instruction)

```
public PlayableCharacter Player { get; }
```

### + NetAF.Extensions

Properties (NetAF.Extensions.html)

### + NetAF.Interpretation

#### (NetAF Interpretation.html)

```
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)
```

### - NetAF.Logic

#### (NetAF.Logic.html)

## Methods

### AssetCatalog

(NetAF.Logic.AssetCatalog.html)

### AssetGenerator

(NetAF.Logic.AssetGenerator.html)

## ChangePlayer(PlayableCharacter, bool)

### EndCheck

Character (NetAF.SpecifiedPlayer.html)

### EndCheckResult

Declaration  
(NetAF.Logic.EndCheckResult.html)

### ExitMode

```
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
```

Game (NetAF.Logic.Game.html)

### GameConfiguration

(NetAF.Logic.GameConfiguration.h)

### Type GameCreationCallback

### Name

### Description

PlayableCharacter (NetAF.Logic.GameCreationCallback.html)

The player to change to.

GameEndConditions (NetAF.Assets.Characters.GameEndConditions.html)

PlayableCharacter (NetAF.Logic.GameEndConditions.html)

GamelInfo (NetAF.Logic.GamelInfo.html)

bool (NetAF.Logic.GamelInfo.html)

JumpToLastLocation (https://learn.microsoft.com/microsoft/universal-hololens/api/system.boolean)

m/dt (NetAF.Logic.GameSetupCallback.html)

an) GameState (NetAF.Logic.GameState.html)

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

PlayableCharacterLocation (NetAF.Logic.PlayerCreationCallback.html)

PlayNowCallback (NetAF.Logic.PlayNowCallback.html)

Generating instances of a game.

(NetAF.Logic.PlayerCreationCallback.html)

## Create(GamelInfo, string, AssetGenerator, GameEndConditions, GameConfiguration, GameSetupCallback)

PlayableCharacterLocation (NetAF.Logic.PlayerCreationCallback.html)

PlayNowCallback (NetAF.Logic.PlayNowCallback.html)

Generating instances of a game.

(NetAF.Logic.PlayerCreationCallback.html)

## Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)
```



## Parameters

Type	Name	Description
+ <a href="#">NetAF.Conversations.Instructions</a> <a href="#">(NetAF.Conversations.Instruction.html)</a>	<i>info</i>	Information about the game.
+ <a href="#">NetAF.Extensions</a> <a href="#">(NetAF.Extensions.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>introduction</i>	An introduction to the game.
+ <a href="#">NetAF.Interpretation</a> <a href="#">(NetAF.Logic.AssetGenerator.html)</a> <a href="#">(NetAF.Interpretation.html)</a> AssetGenerator ( <a href="#">NetAF.Logic.AssetGenerator.html</a> )	<i>assetGenerator</i>	The generator to use to create game assets.
- <a href="#">NetAF.Logic</a> <a href="#">(NetAF.Logic.html)</a> GameEndConditions ( <a href="#">NetAF.Logic.GameEndConditions.html</a> )	<i>conditions</i>	The game conditions.
+ <a href="#">NetAF.Logic</a> <a href="#">(NetAF.Logic.html)</a> GameConfiguration ( <a href="#">NetAF.Logic.GameConfiguration.html</a> ) ( <a href="#">NetAF.Logic.AssetCatalog.html</a> )	<i>configuration</i>	The configuration for the game.
+ <a href="#">NetAF.Logic</a> <a href="#">(NetAF.Logic.AssetGenerator.html)</a> AssetGenerator ( <a href="#">NetAF.Logic.AssetGenerator.html</a> )	<i>setup</i>	A setup function to run on the created game after it has been created.

EndCheck

Returns [\(NetAF.Logic.EndCheck.html\)](#)

Type	Description
EndCheckResult ( <a href="#">NetAF.Logic.EndCheckResult.html</a> )	
GameCreationCallback ( <a href="#">NetAF.Logic.GameCreationCallback.html</a> )	A new GameCreationHelper that will create a GameCreator with the parameters specified.

## DisplayAbout()

Display the about frame.  
GameCreationCallback  
([NetAF.Logic.GameCreationCallback.html](#))  
GameEndConditions  
Declaration  
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

[p\(NetAF.Logic.GameInfo.html\) \(\)](#)

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

## DisplayHelp()

Display the help frame.  
OverworldCreationCallback  
([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation  
Declaration  
([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public void DisplayHelp()
```

## DisplayMap()

Display the map frame.

Declaration

+ **NetAF.Conversations**.

### Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**DisplayTransition(string, string)**

+ **NetAF.Interpretation**

Display transition frame.

([NetAF.Interpretation.html](#))

Declaration

**NetAF.Logic**

([NetAF.Logic.html](#))

```
public void DisplayTransition(string title, string message)  
    AssetCatalog
```

([NetAF.Logic.AssetCatalog.html](#))

Parameters

AssetGenerator

Type	Name	Description
EndCheck <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>	<i>title</i>	The title.
EndCheckResult <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ( <a href="#">NetAF.Logic.EndCheckResult.html</a> )	<i>message</i>	The message.

ExitMode

([NetAF.Logic.ExitMode.html](#))

**Execute(GameCreationCallback)**

GameConfiguration

Execute a game

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

```
public static void Execute(GameCreationCallback creator)  
    (NetAF.Logic.GameEndConditions.
```

GameInfo

([NetAF.Logic.GameInfo.html](#))

Type	Name	Description
GameSetupCallback ( <a href="#">NetAF.Logic.GameSetupCallback.html</a> )		

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

**FindInteractionTarget(string)**

PlayerCreationCallback

Find an interaction target within the current scope for this Game.

([NetAF.Logic.PlayerCreationCallback.html](#))

## Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

### Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The targets name.

### + NetAF.Conversations.

#### Instructions

Returns

Type	Description
<a href="#">(NetAF.Conversations.Instruct.html)</a>	
<a href="#">+ NetAF.Extensions</a>	

#### IInteractWithItem

#### (NetAF.Extensions.html)

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

The first IInteractWithItem object which has a name that matches the name parameter.

#### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### NetAF.Logic

## GetAllPlayerVisibleExaminables()

[\(NetAF.Logic.html\)](#)

Get all examinables that are currently visible to the player.

[AssetCatalog](#)

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Returns

[EndCheckResult](#)

Type	Description
ExitMode	
<a href="#">IExaminable</a> ( <a href="#">NetAF.Assets.Examinable.html</a> )	An array of all examinables that are currently visible to the player.

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

### GetInactivePlayerLocations()

Get an array of inactive player locations.

[\(NetAF.Logic.GameEndConditions.html\)](#)

Declaration

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

Returns

[\(NetAF.Logic.GameState.html\)](#)

Type	Description
overworldCreationCallback	

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

An array containing all locations of inactive platers.

## RestoreFrom(GameSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(GameSerialization serialization)
```

Parameters

+ [NetAF.Conversations](#).

Type	Instructions	Name	Description
	<a href="#">(NetAF.Conversations.Instruct</a> GameSerialization (NetAF.Serialization.GameSerialization.html)	serialization	The serialization to restore from.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Implements

+ [NetAF.Interpretation](#)

[IRestoreFromObjectSerialization<T>](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)  
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

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](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

# Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

(**NetAF.Conversations.Instruct**

Inherited Members

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

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>)

AssetCatalog

Name ([NetAF.Logic \(NetAF.Logic.html\)](#))

AssetGenerator

Assembly: NetAF.dll

Syntax

EndCheck

([NetAF.Logic.EndCheck.html](#))

public sealed class GameConfiguration

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

GameConfiguration(Size, ExitMode, IIOAdapter)

GameCreationCallback

Represents a configuration for a game.

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions](#).)

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback](#))

+ **NetAF.Persistence**

# Properties

## Adapter

Get the I/O adapter.



Declaration

### + NetAF.Conversations.

**Instructions** Adapter Adapter { get; }

(NetAF.Conversations.Instruct

Property value

### + NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Conversations.IIOAdapter.html)

(NetAF.Interpretation.html)

### - NetAF.Logic

#### Default (NetAF.Logic.html)

Get the default game configuration.

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public static GameConfiguration Default { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Description

Type ExitMode

(NetAF.Logic.ExitMode.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

### DisplayCommandListInSceneFrames

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

public bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Property Value

GameState

Description

Type (NetAF.Logic.GameState.html)

OverworldCreationCallback

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Get the display size.

### + NetAF.Persistence

## Declaration

```
public Size DisplaySize { get; }
```

### Property Value

Type	Description
+ <a href="#">NetAF.Conversations</a> Size (NetAF.Assets.Size.html)	

### Instructions

[\(NetAF.Conversations.Instruct\)](#)

## ErrorPrefix

### NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Get or set the prefix to use when displaying errors.

### + NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

### - NetAF.Logic

[\(NetAF.Logic.html\)](#)

### Property Value

#### AssetCatalog

Type	Description
+ <a href="#">NetAF.Logic.AssetCatalog.html</a> AssetGenerator string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Logic.AssetGenerator.html)	

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

## ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game \(NetAF.Logic.Game.html\)](#)

GameConfiguration

public [ExitMode](#) ExitMode { get; }

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

### Property Value

GameEndConditions

Type	Description
+ <a href="#">NetAF.Logic.GameEndConditions.html</a> GameInfo ExitMode ( <a href="#">NetAF.Logic.ExitMode.html</a> ) (NetAF.Logic.GameInfo.html)	

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

## FrameBuilders

[\(NetAF.Logic.FrameBuilders.html\)](#)

Get or set the collection of frame builders to use to render the game.

OverworldCreationCallback

Declaration [OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoca](#)

public [FrameBuilderCollection](#) FrameBuilders { get; set; }

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

### Property Value

## + NetAF.Persistence

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

## Interpreter

Get or set the interpreter used for interpreting input.

### NetAF.Conversations.

#### Instructions

##### (NetAF.Conversations.Instruct

```
public IInterpreter Interpreter { get; set; }
```

#### + NetAF.Extensions

##### (NetAF.Extensions.html)

Property Value

#### + NetAF.Interpretation

##### Type (NetAF.Interpretation.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

#### - NetAF.Logic

##### (NetAF.Logic.html)

AssetCatalog

##### SceneMapKeyType (NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or set the type of key to use on the scene map.

##### (NetAF.Logic.AssetGenerator.html)

#### Declaration

#### EndCheck

##### (NetAF.Logic.EndCheck.html)

#### EndCheckResult

##### SceneMapKeyType { get; set; }

##### (NetAF.Logic.EndCheckResult.html)

ExitMode

#### Property Value

##### (NetAF.Logic.ExitMode.html)

#### TypeGame (NetAF.Logic.Game.html)

GameConfiguration

##### KeyType (NetAF.Rendering.KeyType.html)

##### (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

PlayableCharacterLocation

##### (NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

##### (NetAF.Logic.PlayerCreationCallba

#### + NetAF.Persistence

# Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

**Instructions**

Assembly: NetAF.dll

**(NetAF.Conversations.Instruct**

Syntax

+ **NetAF.Extensions**

**(NetAF.Extensions.html)** GameCreationCallback()

+ **NetAF.Interpretation**

Returns **(NetAF.Interpretation.html)**

Type

- **NetAF.Logic**

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

**Description**

A game created by the callback.

AssetCatalog  
(NetAF.Logic.AssetCatalog.html)  
AssetGenerator  
(NetAF.Logic.AssetGenerator.html)  
EndCheck  
(NetAF.Logic.EndCheck.html)  
EndCheckResult  
(NetAF.Logic.EndCheckResult.html)  
ExitMode  
(NetAF.Logic.ExitMode.html)  
Game (NetAF.Logic.Game.html)  
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  
PlayableCharacterLocation  
(NetAF.Logic.PlayableCharacterLo  
PlaverCreationCallback

# Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Inherited Members

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Interpretation.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.Logic](#)

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetGenerator

Name ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameEndConditions

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

## Constructors

[GameEndConditions\(EndCheck, EndCheck\)](#)

GameEndConditions

Provides a container for game end conditions.

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)  
([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

Type	Name	Description
EndCheck	completionCondition	The condition that determines if the game was completed.
EndCheck	gameOverCondition	The condition that determines if the game has ended.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

([NetAF.Logic.EndCheck.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

# Properties

## CompletionCondition

Get the condition that determines if the game was completed.

Declaration

**(NetAF.Conversations.Instruct**

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Property Value

+ **NetAF.Interpretation**

Type

**(NetAF.Interpretation.html)**

EndCheck (NetAF.Logic.EndCheck.html)

- **NetAF.Logic**

**(NetAF.Logic.html)**

## GameOverCondition

**(NetAF.Logic.AssetCatalog.html)**

Get the condition that determines if the game has ended.

Declaration

EndCheck

**(NetAF.Logic.EndCheck.html)**

```
public EndCheck GameOverCondition { get; }
```

**EndCheckResult**

**(NetAF.Logic.EndCheckResult.html)**

Property Value

**(NetAF.Logic.ExitMode.html)**

Type

**Game** (NetAF.Logic.Game.html)

**GameConfiguration**

**EndCheck** (NetAF.Logic.EndCheck.html)

**(NetAF.Logic.GameConfiguration.html)**

**GameCreationCallback**

**(NetAF.Logic.GameCreationCallback)**

**NoEnd**

**GameEndConditions**

**(NetAF.Logic.GameEndConditions.html)**

Get a value for no end.

**GameInfo**

Declaration

**(NetAF.Logic.GameInfo.html)**

**GameSetupCallback**

**public static GameEndConditions** NoEnd { get; }

**GameState**

**(NetAF.Logic.GameState.html)**

Property Value

**OverworldCreationCallback**

Type

**(NetAF.Logic.OverworldCreationCa**

**PlayableCharacterLocation**

**GameEndConditions** (NetAF.Logic.GameEndConditions.html)

**(NetAF.Logic.PlayableCharacterLo**

**PlayerCreationCallback**

**(NetAF.Logic.PlayerCreationCallba**

## NotEndedPersistence

**(NetAF.Persistence.html)**

Get an end check that returns EndCheckResult.NotEnded.

**Description**

## Declaration

```
public static EndCheck NotEnded { get; }
```

### Property Value

Type	Description
E< <a href="#">EndCheck</a> > (NetAF.Logic.EndCheck.html)	

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
  - AssetCatalog  
(NetAF.Logic.AssetCatalog.html)
  - AssetGenerator  
(NetAF.Logic.AssetGenerator.html)
  - EndCheck  
(NetAF.Logic.EndCheck.html)
  - EndCheckResult  
(NetAF.Logic.EndCheckResult.html)
  - ExitMode  
(NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - 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
  - PlayableCharacterLocation  
(NetAF.Logic.PlayableCharacterLo
  - PlayerCreationCallback  
(NetAF.Logic.PlayerCreationCallba
- + **NetAF.Persistence**  
[\(NetAF.Persistence.html\)](#)

# Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ GameInfo

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.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.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: [NetAF.dll](#)

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameInfo

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

## GameInfo(string, string, string)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameInfo(string name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

Type	Name	Description
( <a href="#">NetAF.Logic.OverworldCreationCallback.html</a> )		
PlayableCharacterLocation		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The name of the game.
( <a href="#">NetAF.Logic.PlayableCharacterLocation.html</a> )		
PlayerCreationCallback		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	A description of the game.
( <a href="#">NetAF.Logic.PlayerCreationCallback.html</a> )		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	author	A author of the game.

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

([NetAF.Logic.PlayableCharacterLocation.html](#))

name

The name of the game.

([NetAF.Logic.PlayerCreationCallback.html](#))

description

A description of the game.

([NetAF.Logic.GameSetupCallback.html](#))

author

A author of the game.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

# Properties

## Author

Get the author.



Declaration

**(NetAF.Conversations.Instruct**

```
    public string Author { 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)**

AssetCatalog

**Description**

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Get the description of the game.

[\(NetAF.Logic.AssetGenerator.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public EndCheckResult Description { get; }
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

Property Value

[\(NetAF.Logic.ExitMode.html\)](#)

Type

**Game** ([NetAF.Logic.Game.html](#))

**Description**

GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

**Description**

**Name**EndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the name of the game.

[GameInfo](#)

Declaration

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

```
public string Name { get; }
```

GameState

[\(NetAF.Logic.GameState.html\)](#)

Property Value

OverworldCreationCallback

**Description**

Type

PlayableCharacterLocation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

▼

**(NetAF.Conversations.Instruct**

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**- NetAF.Logic**

**(NetAF.Logic.html)**

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

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](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

**+ NetAF.Persistence**

**(NetAF.Persistence.html)**

# Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

(NetAF.Extensions.html)

Syntax

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

Parameters

(NetAF.Logic.html)

Type	Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html) Game (NetAF.Logic.Game.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 PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	game	The game to setup.

+ **NetAF.Persistence**

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Conversations.Instruct**  
Assembly: NetAF.dll

## ↳ **NetAF.Extensions**

**(NetAF.Extensions.html)**

## + **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

## - **NetAF.Logic**

**(NetAF.Logic.html)**

## Fields

AssetCatalog		Description
Name	<a href="#">(NetAF.Logic.AssetCatalog.html)</a>	
AssetGenerator	<a href="#">(NetAF.Logic.AssetGenerator.html)</a>	Active.
Active	<a href="#">(NetAF.Logic.AssetGenerator.html)</a>	
EndCheck	<a href="#">(NetAF.Logic.EndCheck.html)</a>	Finished.
NotStarted	<a href="#">(NetAF.Logic.EndCheck.html)</a>	
EndCheckResult		Not started.

[\(NetAF.Logic.EndCheckResult.html\)](#)

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

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

## + **NetAF.Persistence**

**(NetAF.Persistence.html)**

# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

## + NetAF.Interpretation

Syntax  
[\(NetAF.Interpretation.html\)](#)

### - NetAF.Logic

public delegate Overworld OverworldCreationCallback()  
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog  
[\(NetAF.Logic.AssetCatalog.html\)](#)

### Type

AssetGenerator

### Description

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

A generated Overworld.

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.h](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

# Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocation

([NetAF.Extensions.html](#))

Implements

- [IRestoreFromObjectSerialization](#)

↳ [\(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\) <PlayableCharacterLocation>](#)

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))

Inherited Members

- [NetAF.Logic](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

AssetCatalog

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)))

AssetGenerator

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.AssetGenerator.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

EndCheck

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Logic.EndCheck.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

EndCheckResult

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.EndCheckResult.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCreationCallback ([NetAF.Logic.ExitMode.html](#))

Syntax

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

```
(NetAF.Logic.GameConfiguration.h
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
    GameCreationCallback
    (NetAF.Logic.GameCreationCallback)
    GameEndConditions
    (NetAF.Logic.GameEndConditions.
```

## Constructors

GameInfo ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

**PlayableCharacterLocation(string, string, string)** ([NetAF.Logic.GameSetupCallback.html](#))

GameState

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayableCharacterLocation

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, s
    t(NetAF.Logic.PlayerIdentifier)
    PlayerCreationCallback
    (NetAF.Logic.PlayerCreationCallback)
```

Parameters

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>playerIdentifier</i>	The player identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>NetAF.Conversations.Instruct</b>	<i>regionIdentifier</i>	The identifier for the region that the player is in.
<b>+ NetAF.Extensions</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>roomIdentifier</i>	The identifier for the room that the player is in.

## + NetAF.Interpretation ([NetAF.Interpretation.html](#))

### - NetAF.Logic Properties ([NetAF.Logic.html](#))

AssetCatalog

#### **PlayerIdentifier** ([AssetCatalog.html](#))

AssetGenerator

#### Get the player ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

#### Declaration ([NetAF.Logic.EndCheck.html](#))

EndCheckResult

```
public string PlayerIdentifier { get; }
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

#### Property ([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

#### Type GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

### RegionIdentifier

Get the identifier for the region that the player is in.

([NetAF.Logic.GameInfo.html](#))

#### Declaration ([GameSetupCallback](#))

([NetAF.Logic.GameSetupCallback](#))

```
public GameState RegionIdentifier { get; }
```

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

#### Property Value ([NetAF.Logic.OverworldCreationCa](#)

#### Type PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

## + NetAF.Persistence RoomIdentifier ([NetAF.Persistence.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```

Property Value

Type	Description
<a href="#">String (<a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>)</a> <a href="#">(NetAF.Extensions.html)</a>	

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

## Methods

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

### [FromSerialization\(PlayableCharacterLocationSerialization\)](#)

AssetCatalog

Create a new instance of [PlayableCharacterLocation](#) from a serialization.

AssetGenerator

Declaration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocations
```

```
serialization, serialization)
```

[EndCheckResult.htm](#)

[\(NetAF.Logic.EndCheckResult.htm\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Type Game

[\(NetAF.Logic.Game.html\)](#)

Name

Description

GameConfiguration

PlayableCharacterLocationSerialization

[\(NetAF.Logic.GameConfiguration.html\)](#)

[\(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html\)](#)

serialization

The serialization.

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallback\)](#)

Returns GameEndConditions

Type [NetAF.Logic.GameEndConditions](#).

GameInfo

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

[\(NetAF.Logic.GameInfo.html\)](#)

Description

The location.

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization)
```

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback\)](#)

Parameters

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	serialization	The serialization to restore from.

▼

## Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.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

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

(NetAF.Persistence.html)

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

## + NetAF.Interpretation

Syntax  
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)  
public delegate PlayableCharacter PlayerCreationCallback()  
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog  
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator  
[\(NetAF.Logic.AssetGenerator.html\)](#)

Type	Description
AssetGenerator <a href="#">(NetAF.Logic.AssetGenerator.html)</a>	A generated Player.

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.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](#)

PlayableCharacterLocation  
[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback  
[\(NetAF.Logic.PlayerCreationCallba](#)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

# Namespace NetAF.Persistence

## Classes

Filter by title

+ [NetAF.Commands](#)  
[RestorePoint](#) ([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Commands](#)  
Creates a restore point for a Game.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ [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.Persistence](#)

[\(NetAF.Persistence.html\)](#)

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

# Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance  [System.Object](#)

**(NetAF.Assets.Locations.html)**

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

**Inheritance**  [System.Object](#)

**(NetAF.Commands.html)**

[Object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

**Persistence**

[Object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**(NetAF.Commands.Persistence.html)**

[Object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[Object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[Object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Conversations**

**Inheritance**  [System.Object](#)

**(NetAF.Conversations.html)**

[Object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[Object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Properties**

**RestorePoint** 

**(NetAF.Interpretation.html)**

+ **NetAF.Interpretation**

**public class RestorePoint**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

**Properties**

- **NetAF.Persistence**

**(NetAF.Persistence.html)**

**CreationTime**

**RestorePoint** 

**(NetAF.Persistence.RestorePoint.h)**  
Get or set the creation time of this save.

+ **NetAF.Persistence.Json**

Declaration

**(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

**CreationTime** CreationTime { get; set; }

**(NetAF.Rendering.html)**

Property Value

+ **NetAF.Rendering.Frame**

**Builders**

**(NetAF.Rendering.FrameBuilder.html)**

[DateTime](#) (<https://learn.microsoft.com/dotnet/api/system.datetime>)

+ **NetAF.Rendering.Frame**

**Builders.Color**

**(NetAF.Rendering.FrameBuilder.html)**

Type	Description
<a href="#">FrameBuilder</a>	

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type	Description
(NetAF.Assets.Locations.html)	GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands

(NetAF.Commands.html)

Name

Persistence

Get or set the name of this persistence.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public string Name { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Create(string Game)

NetAF.Persistence

(NetAF.Persistence.html)

Create a new restore point.

RestorePoint

Declaration

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

public static RestorePoint Create(string name, Game game)

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

Name	Description
------	-------------

+ NetAF.Rendering.Frame

string (<https://learn.microsoft.com/dotnet/api/system.string>)

name	The name of the restore point.
------	--------------------------------

Builders

Game (<https://learn.microsoft.com/dotnet/api/system.string>)

game	The game to create the restore point for.
------	---

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

- **NetAF.Resources**  
**(NetAF.Resources.html)**
- + **NetAF.Commands**  
**(NetAF.Commands.html)**
- + **NetAF.Commands.**  
**Persistence**  
**(NetAF.Commands.Persistence.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.Persistence**  
**(NetAF.Persistence.html)**
  - RestorePoint  
**(NetAF.Persistence.RestorePoint.html)**
  - + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
  - + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
  - + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuilders.html)**
  - + **NetAF.Rendering.Frame**  
**Builders.Color**  
**(NetAF.Rendering.FrameBuilders.Color.html)**

# Namespace NetAF.Persistence.Json

## Classes

Filter by title ▾

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)  
**JsonSave** [\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Commands** or a save in the Json format.

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **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.Persistence**

[\(NetAF.Persistence.html\)](#)

- **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

JsonSave

[\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

# Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance (NetAF.Persistence)

+ **NetAF.Commands**

Inheritance (NetAF.Commands.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

**Persistence**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))

+ **NetAF.Conversations**

Inheritance (NetAF.Conversations.html)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name (NetAF.Conversations.Instruct) (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax (NetAF.Extensions.html)

+ **NetAF.Interpretation**

public static class JsonSave

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

**Methods**

+ **NetAF.Persistence**

(NetAF.Persistence.html)

**FromFile(string, out RestorePoint, out string)**

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Declaration

(NetAF.Persistence.Json.JsonSave)

+ **NetAF.Rendering**

interface FromFile(string path, out RestorePoint restorePoint, out string message)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

**Builders**

Type

(NetAF.Rendering.FrameBuilder)

Name

Description

string

+ **NetAF.Rendering.Frame**  
(https://learn.microsoft.com/dotnet/api/system.string)

Builders.Color  
net/api/system.string)

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html)	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

## NetAF.Commands

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	True if the load was successful else false.

### Persistence

#### (NetAF.Commands.Persistence.html)

##### FromJson(string)

NetAF.Conversations

#### (NetAF.Conversations.html)

Create a restore point from Json.

##### + NetAF.Conversations.

Declaration

### Instructions

#### (NetAF.Conversations.Instructions.html)

##### + NetAF.Extensions

Parameters

#### (NetAF.Extensions.html)

##### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

##### + NetAF.Logic

Returns

#### (NetAF.Logic.html)

Type

##### + NetAF.Persistence

RestorePoint (NetAF.Persistence.RestorePoint.html)

#### (NetAF.Persistence.html)

Description

The restore point created from the Json.

### - NetAF.Persistence.Json

#### (NetAF.Persistence.Json.html)

##### ToFile(string, RestorePoint, out string)

JsonSave

Persists a restore point to a file. JsonSave

### NetAF.Rendering

#### (NetAF.Rendering.html)

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

##### + NetAF.Rendering.Frame

### Builders

#### (NetAF.Rendering.FrameBuilder.html)

Parameters

##### + NetAF.Rendering.Frame

### Builders.Color

#### (NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>path</i>	The file path.
RestorePoint ( <a href="#">NetAF.Persistence.RestorePoint.html</a> ) <b>(NetAF.Assets.Locations.html)</b>	<i>restorePoint</i>	The restore point to persist.
string + <b>NetAF.Commands</b> ( <a href="#">NetAF.Commands.html</a> )	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

## + NetAF.Commands.

Returns:

### Persistence

Type	Description
<a href="#">NetAF.Commands.Persistence</a>	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + NetAF.Conversations

### ([NetAF.Conversations.html](#))

## + NetAF.Conversations

### ToJson(RestorePoint) Instructions

Code: [NetAF.Conversations.Instruct](#)

## NetAF.Extensions

### ([NetAF.Extensions.html](#))

public static string ToJson(RestorePoint restorePoint)

## + NetAF.Interpretation

### ([NetAF.Interpretation.html](#))

Parameters

Type	Name	Description
<a href="#">NetAF.Logic.html</a>	<i>restorePoint</i>	The restore point.

## + NetAF.Persistence

### ([NetAF.Persistence.html](#))

Returns:

Type	Description
<a href="#">NetAF.Persistence.Json</a>	

### ([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The Json reatore point.

JsonSave

(NetAF.Persistence.Json.JsonSave)

## + NetAF.Rendering

### ([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

### Builders

### ([NetAF.Rendering.FrameBuilder.html](#))

## + NetAF.Rendering.Frame

### Builders.Color

### ([NetAF.Rendering.FrameBuilder.html](#))

# Namespace NetAF.Rendering

## Enums

Filter by title

### **KeyType** (NetAF.Rendering.KeyType.html)

Persistence of key types.

(NetAF.Commands.Persistence.html)

### **RegionMapMode** (NetAF.Rendering.RegionMapMode.html)

(NetAF.Commands.Persistence.html).

#### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### - NetAF.Rendering

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

# Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.KeyType**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

**Fields**

(NetAF.Conversations.html)

+ **NetAF.Conversations**

Description

**Instructions**

Dynamic      Dynamic key, only show relevant key items.

(NetAF.Conversations.Instruct

Full      Full key.

+ **NetAF.Extensions**

None      No key.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

**Builders**

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

**Builders.Color**

(NetAF.Rendering.FrameBuilder.Color.html)

# Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands** RegionMapMode

**Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

**Fields**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**.

**Instructions**

Detailed Shows rooms at a detailed level.

[\(NetAF.Conversations.Instruct.html\)](#)

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

# Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

## Classes

+ **NetAF.Conversations.**

**FrameBuilderCollection**

([NetAF.Conversations.html](#)) ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**FrameBuilderCollections**

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))  
([NetAF.Interpretation.html](#))

Provides a container from frame builder collections.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

**GridStringBuilder** ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

+ **NetAF.Persistence**

Provides a class for building strings as part of a grid.

([NetAF.Persistence.html](#))

**Interfaces**

([NetAF.Persistence.Json.html](#))

**IAboutFrameBuilder** ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

([NetAF.Rendering.html](#))

Represents any object that can build about frames.

- **NetAF.Rendering.Frame**

Builders

**ICompletionFrameBuilder**

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

FrameBuilderCollection

Represents any object that can build completion frames.

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

**IConversationFrameBuilder**

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.C](#))

Represents any object that can build conversation frames.

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

**IGameOverFrameBuilder**

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

IConversationFrameBuilder

Represents any object that can build game over frames.

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

**IHelpFrameBuilder** ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

IHelpFrameBuilder

Represents any object that can build help frames.

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

## 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.Conversations.

## IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

+ NetAF.Extensions

## ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

## ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic

Represents any object that can build title frames.

(NetAF.Logic.html)

+ NetAF.Persistence

## ITransitionFrameBuilder

(NetAF.Persistence.html)

### (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ NetAF.Persistence.Json

Represents any object that can build transition frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

# Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Conversations.Struct.html\)](#) ↳ [\(NetAF.Object.html\)](#) ↳ [\(NetAF.Extensions.html\)](#)

↳ [FrameBuilderCollection](#)

## + NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

`object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\))`

## + NetAF.Interpretation

`object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\))`

## + NetAF.Logic

`object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)`

`object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)`

`object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)`

`object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)`

`object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)`

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

[\(NetAF.Persistence.Json.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assembly: NetAF.dll

## Syntax

### NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public class FrameBuilderCollection

## - NetAF.Rendering.Frame

### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## Constructors

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollection(IApplicationBuilder)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IApplicationBuilder.html\)](#)

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ITitleFrameBuilder.html\)](#)

Provides a collection of all of the frame builders required to run a game.

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IRegionMapFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IHelpFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ICompletionFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IGameOverFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IAboutFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ITransitionFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IConversationFrameBuilder.html\)](#)

Declaration

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuilder sceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuilder helpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBuilder gameOverFrameBuilder, IAAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBuilder transitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ITitleFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ISceneFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IRegionMapFrameBuilder.html\)](#)

Parameters

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IHelpFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ICompletionFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IGameOverFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IAboutFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.ITransitionFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.IConversationFrameBuilder.html\)](#)

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
<b>+ NetAF.Extensions.Instructions</b> IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) <b>(NetAF.Extensions.html)</b>	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
<b>+ NetAF.Interpretation</b> IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) <b>(NetAF.Interpretation.html)</b>	<i>helpFrameBuilder</i>	The builder to use for building help frames.
<b>+ NetAF.Logic</b> ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) <b>(NetAF.Logic.html)</b>	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
<b>+ NetAF.Persistence</b> <b>(NetAF.Persistence.html)</b> (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) <b>(NetAF.Persistence.Json.html)</b>	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
<b>+ NetAF.Rendering</b> IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) <b>(NetAF.Rendering.html)</b>	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
<b>- NetAF.Rendering.FrameBuilders</b> ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) <b>(NetAF.Rendering.FrameBuilders.html)</b>	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) Collections (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

## Properties

**AboutFrameBuilder**  
Get the builder to use for about frames.  
**Declaration**  
 (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

**ConversationFrameBuilder**  
 (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

**GameOverFrameBuilder**  
 (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

**HelpFrameBuilder**  
 public IAboutFrameBuilder AboutFrameBuilder { get; }  
 (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

**RegionMapBuilder**  
 (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

**RegionMapFrameBuilder**  
 (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

Get the builder to use for completion frames.

### + NetAF.Conversations.Instruction

#### Type

public ICompletionFrameBuilder CompletionFrameBuilder { get; }

### + NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type	Description
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	

### + NetAF.Persistence

(NetAF.Persistence.html)

## ConversationFrameBuilder

### + NetAF.Persistence.Json

Get the builder to use for conversation frames.

(NetAF.Persistence.Json.html)

#### Declaration

### + NetAF.Rendering

(NetAF.Rendering.html)

public IConversationFrameBuilder ConversationFrameBuilder { get; }

### - NetAF.Rendering.Frame

Property Value

(NetAF.Rendering.FrameBuilder.html)

Type	Description
FrameBuilderCollection IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) (NetAF.Rendering.FrameBuilders.F	

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

## GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

(NetAF.Rendering.FrameBuilders.I

#### Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

public IGameOverFrameBuilder GameOverFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverRenderingFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

## HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

### Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RegionMapFrameBuilder

+ NetAF.Logic

Get the builder to use for region map frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilderFrameBuilder

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

frameBuilder SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

## Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) <b>Instructions</b>	

### (NetAF.Conversations.Instruct)

## TransitionFrameBuilder

### (NetAF.Extensions.html)

Get the builder to use for transition frames.

#### + NetAF.Interpretation

Declaration

### (NetAF.Interpretation.html)

#### + NetAF.Logic TransitionFrameBuilder TransitionFrameBuilder { get; }

### (NetAF.Logic.html)

## Property Value

### + NetAF.Persistence

#### T(NetAF.Persistence.html)

#### + NetAF.Persistence Json (NetAF.Persistence.Json.html)

### (NetAF.Persistence.Json.html)

#### + NetAF.Rendering

### (NetAF.Rendering.html)

#### - NetAF.Rendering.Frame

## Builders

### (NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)





## Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### - NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

## Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.System.Object.html\)](#)

↳ GridStringBuilder

## + NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

## Syntax

### NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public class GridStringBuilder

## - NetAF.Rendering.Frame

### Builders

## (NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F...\)](#)

## GridStringBuilder(char, char, char)

[\(NetAF.Rendering.FrameBuilders.G...\)](#)

Provides a class for building strings as part of a grid.

[GridStringBuilder](#)

(NetAF.Rendering.FrameBuilders.G...)

Declaration

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

```
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')
```

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

charHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

ICheatRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I...)

IRegionMapFrameBuilder

...  
..

Type	Name	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I...)	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) <b>Instructions</b>	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

## (NetAF.Conversations.Instruct

### + NetAF.Extensions

([NetAF.Extensions.html](#))

## Properties

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

## DisplaySize

### + NetAF.Logic

Get the display size.

([NetAF.Logic.html](#))

Declaration

### + NetAF.Persistence

([NetAF.Persistence.html](#))

```
public Size DisplaySize { get; }
```

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

Property Value

Type	Description
( <a href="#">NetAF.Rendering.html</a> ) Size ( <a href="#">NetAF.Assets.Size.html</a> )	

### - NetAF.Rendering.Frame

#### Builders

## HorizontalDividerCharacter

FrameBuilderCollection

Get or set the character used for horizontal dividers.

([NetAF.Rendering.FrameBuilders.F](#))

Declaration

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

Type	Description
( <a href="#">NetAF.Rendering.FrameBuilders.I</a> ) char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

Get or set the character used for boundary.

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

Declaration

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

...  
...

## LeftBoundaryCharacter

Get or set the character used for boundary.

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

...  
...

```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

### Instructions

(NetAF.Conversations.Instruct)

## LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

### + NetAF.Logic LineTerminator { get; set; }

(NetAF.Logic.html)

## Property Value

### + NetAF.Persistence

T(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

#### RightBoundaryCharacter

(NetAF.Rendering.html)

Get or set the character used for right boundary.

### - NetAF.Rendering.Frame

## Builders

(NetAF.Rendering.FrameBuilders)

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

## Property Value

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

### Type

GridStringBuilder

### char (<https://learn.microsoft.com/dotnet/api/system.char>)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

### DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.I

### HelpFrameBuilder

(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) <b>Instructions</b>	color	The color to draw the boundary.

## (NetAF.Conversations.Instruct

### DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

#### (NetAF.Extensions.html)

Draw a wrapped string.

#### + NetAF.Interpretation

Declaration

#### (NetAF.Interpretation.html)

+ NetAF.Logic DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)  
(NetAF.Logic.html)

#### + NetAF.Persistence

Parameters

#### (NetAF.Persistence.html)

Type	Name	Description
+ NetAF.Persistence.Json string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Persistence.Json.html)	value	The string.
+ NetAF.Rendering int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.html)	startY	The start y position.
- NetAF.Rendering.FrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilder.html)	maxWidth	The max width of the string.
- NetAF.Rendering.FrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) FrameBuilderCollection (NetAF.Rendering.FrameBuilder.html)	color	The color to draw the text.
- NetAF.Rendering.FrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) FrameBuilderCollection (NetAF.Rendering.FrameBuilder.html)	endX	The end x position.
- NetAF.Rendering.FrameBuilder int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) FrameBuilderCollection (NetAF.Rendering.FrameBuilder.html)	endY	The end y position.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

### DrawHorizontalDivider(int, AnsiColor)

GridStringBuilder

Draw a horizontal divider

(NetAF.Rendering.FrameBuilders.C

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I	y	The y position of the divider.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.I	color	The color to draw the boundary.

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

## DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

### Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(NetAF.Extensions.html)

x

The position of the underline, in x.

+ NetAF.Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

(NetAF.Interpretation.html)

length

The length of the underline.

+ NetAF.Logic

NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

color

The color of the underline.

(NetAF.Logic.html)

+ NetAF.Persistence

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(NetAF.Persistence.html)

Draw a wrapped string.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Declaration

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders

Type

FrameBuilderCollection

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(NetAF.Rendering.FrameBuilders.F

value

The string.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startX

The start x position.

(NetAF.Rendering.FrameBuilders.F

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

startY

The start y position.

(NetAF.Rendering.FrameBuilders.C

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

maxWidth

The max width of the string.

IAboutFrameBuilder

AnsiNetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

color

The color to draw the text.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

endX

The end x position.

(NetAF.Rendering.FrameBuilders.I

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

endY

The end y position.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush()

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush the buffer.

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public void Flush()
```

## GetCellColor(int, int)

Get a color for a cell.

### Instructions

Declaration  
[\(NetAF.Conversations.Instruct\)](#)

### + NetAF.Extensions

[public ANSIColor GetCellColor\(int x, int y\)](#)  
[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

Type  
[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Logic.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Returns

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

The cell color.

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

## GetCharacter(int, int)

- NetAF.Rendering.Frame

Gets a character from the buffer.

[\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

FrameBuilderCollection

[public char GetCharacter\(int x, int y\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

Parameters

StringBuilder

Type  
[\(NetAF.Rendering.FrameBuilders.C](#)

Name

Description

IAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position of the character.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the character.

IConversationFrameBuilder

Returns  
[\(NetAF.Rendering.FrameBuilders.I](#)

Type  
[GameOverFrameBuilder](#)

Description

[\(NetAF.Rendering.FrameBuilders.I](#)

The character.

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

## GetNumberOfLines(string, int)

[IRegionMapFrameBuilder](#)

[...\[\\(NetAF.Rendering.FrameBuilders.I\]\(#\)](#)

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Instructions	Type	Name	Description
(NetAF.Conversations.Instruct	string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
+ NetAF.Extensions	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
(NetAF.Extensions.html)	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic	Type	Description
(NetAF.Logic.html)	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The number of lines the string will take up.
+ NetAF.Persistence		

(NetAF.Persistence.html)

Resize(Size)istence.Json

(NetAF.Persistence.Json.html)

Resize this builder.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F Size ( <a href="https://learn.microsoft.com/dotnet/api/system.size">https://learn.microsoft.com/dotnet/api/system.size</a> )	displaySize	The new size.

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.G  
IAboutFrameBuilder

SetCell(int, int, char, ConsoleColor)

IAboutFrameBuilder

Set a (NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

Declaration  
(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

public void SetCell(int x, int y, char character, ConsoleColor color)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Type (NetAF.Rendering.FrameBuilders.I

RegionMapBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.I

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

RegionMapFrameBuilder

... . . .

Type	Name	Description
RegionMapBuilder	x	The x position of the cell.
RegionMapFrameBuilder	y	The y position of the cell.

Type		Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )		<i>character</i>	The character.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )		<i>color</i>	The color of the character.

▼

## Instructions

### ([NetAF.Conversations.Instruct](#))

- + **NetAF.Extensions**  
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**  
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**  
([NetAF.Logic.html](#))
- + **NetAF.Persistence**  
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**  
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**  
([NetAF.Rendering.html](#))
- **NetAF.Rendering.Frame Builders**  
([NetAF.Rendering.FrameBuilders](#))
  - FrameBuilderCollection  
([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
  - FrameBuilderCollections  
([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))
  - GridStringBuilder  
([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))
  - IAboutFrameBuilder  
([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
  - ICompletionFrameBuilder  
([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))
  - IConversationFrameBuilder  
([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))
  - IGameOverFrameBuilder  
([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))
  - IHelpFrameBuilder  
([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
  - IRegionMapBuilder  
([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
  - IRegionMapFrameBuilder  
([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
  - ...

# 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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IAboutFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, Game, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, Game game, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

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.

StringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ICompletionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type  
(NetAF.Rendering.FrameBuilders.I

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollection

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollection

message

The message to display to the user.

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollection

reason

The reason the game ended.

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

height

The height of the frame.

Returns

IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I

Type  
CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

  Public Interface IConversationFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, IConverser, CommandHelp[], int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

Type	Name	Description
FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string FrameBuilderCollections ) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title to display to the user.
IConverser StringBuilder (NetAF.Rendering.FrameBuilders.C (NetAF.Rendering.FrameBuilders.C	<i>converser</i>	The converser.
IAboutFrameBuilder CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	<i>width</i>	The width of the frame.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder ...	<i>height</i>	The height of the frame.

Return **IRegionMapBuilder**

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

## Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuild

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IGameOverFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type CompletionFrameBuilder

Description

(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

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

    Public Interface IHelpFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, CommandHelp[], int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

    IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,  
(NetAF.Rendering.html)  
    int height)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
FrameBuilderCollection string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	title	The title.
FrameBuilderCollection string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	description	The description.
CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.commandhelp.html">NetAF.Interpretation.CommandHelp.html</a> )[] GhoStringBuilder	commandHelp	The command help.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IAboutFrameBuilder	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IFrameBuilder	height	The height of the frame.

ICompletionFrameBuilder

Return (NetAF.Rendering.FrameBuilders.I

Type IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/system.iframe.html))

Description

ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder



## Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRegionMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Persistence.html)

Build a map of a region.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)

- NetAF.Rendering.Frame

Builders

Type	Name	Description
FrameBuilderCollection<GridStringBuilder> (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.GridStringBuilderCollection.html)	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	region	The region.
int IAaboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	x	The x position to start building at.
int ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	y	The y position to start building at.
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)		

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

## Instructions

**(NetAF.Conversations.Instruct**

- + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
- + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
- + **NetAF.Logic**  
**(NetAF.Logic.html)**
- + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
- + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
- + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
- **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IRegionMapFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Region, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(Region region, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Type	Name	Description
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	region	The region.
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.

GridStringBuilder

Returns

NetAF.Rendering.FrameBuilders.C

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrame)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRoomMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Persistence.html)

Build a map for a room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

Void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection<GridStringBuilder>	gridStringBuilder	The string builder to use.
Room	room	The room.
ViewPoint	viewPoint	The viewpoint from the room.
KeyType	key	The key type.
int	startX	The start position, x.
int	startY	The start position, x.
int	endX	The end position, x.
int	endY	The end position, x.

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder



## Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

    Public Interface ISceneFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

(NetAF.Persistence.html)

Build a frame.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

    IFrame Build(Room room, 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	Specify the Room.
(NetAF.Rendering.FrameBuilders.IRoom (NetAF.Assets.Locations.Room.html))	viewPoint	Specify the viewpoint from the room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	player	Specify the player.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	message	Any additional message.
string (https://learn.microsoft.com/dotnet/api/system.string)	contextualCommands	The contextual commands to display.
IConversationFrameBuilder	keyType	The type of key to use.
CommandHelp (NetAF.Rendering.FrameBuilders.ICommandHelp (NetAF.Interpretation.CommandHelp.html))	width	The width of the frame.
IGameOverFrameBuilder	height	The height of the frame.
ILevelFrameBuilder		
KeyType (NetAF.Rendering.KeyType.html)		
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)		

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

## Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuild

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITitleFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string description, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type  
(NetAF.Rendering.FrameBuilders.I

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)  
FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)  
(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns  
(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Name

Description

title

The title.

description

The description.

width

The width of the frame.

height

The height of the frame.

Type

Description

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

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)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITransitionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)  
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string message, int width, int height)  
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	title	The title to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) FrameBuilderCollection	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) FrameBuilderCollections	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IFrameBuilder	height	The height of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.IFrameBuilder)		

IAboutFrameBuilder

Returns  
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type: CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
IHelpFrameBuilder	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
IRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
IRegionMapFrameBuilder	

# Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

+ [NetAF.Conversations.](#)

    Instructions

**ColorAboutFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html](#))

+ [NetAF.Extensions](#)

    ([NetAF.Extensions.html](#))

**ColorCompletionFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html](#))

    ([NetAF.Interpretation.html](#))

    Provides a builder of color completion frames.

+ [NetAF.Logic](#)

    ([NetAF.Logic.html](#))

**ColorConversationFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html](#))

    ([NetAF.Persistence.html](#))

    Provides a builder of color conversation frames.

+ [NetAF.Persistence.Json](#)

    ([NetAF.Persistence.Json.html](#))

**ColorGameOverFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html](#))

    ([NetAF.Rendering.html](#))

    Provides a builder of color game over frames.

+ [NetAF.Rendering.Frame](#)

**ColorHelpFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html](#))

    Provides a builder of color help frames.

- [NetAF.Rendering.Frame](#)

    Builders

**ColorRegionMapBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html](#))

    AnsiColor

    Provides a color builder for region maps.

    ([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](#)

        Provides a builder of color region map frames.

        ColorRegionMapBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

        ColorRoomMapBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

        ColorRoomMapBuilder

        ([NetAF.Rendering.FrameBuilders.C](#)

**ColorRegionMapFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html](#))

    Provides a builder of color region map frames.

    ColorRegionMapBuilder

    ([NetAF.Rendering.FrameBuilders.C](#)

**ColorRoomMapBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

    Provides a color room map builder.

    ([NetAF.Rendering.FrameBuilders.C](#)

    ColorRegionMapBuilder

    ([NetAF.Rendering.FrameBuilders.C](#)

    ColorRoomMapBuilder

    ([NetAF.Rendering.FrameBuilders.C](#)



# Enum AnsiColor

## Enumeration of ANSI colors.



**Namespace:** NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Conversations.

### Assembly: NetAF.dll

## Instructions

## Syntax

### **(NetAF.Conversations.Instruct**

## + [NetAE Extensions](#)

(NetAF.Extensions.html)

## + NetAF.Interpretation

(NetAF.Interpretation.html)

# Fields

+ NetAF.Logic

<a href="#">NetAF.Logic.html</a>	Description
+ <a href="#">NetAF.Persistence</a>	Black (30).
<a href="#">(NetAF.Persistence.html)</a>	Blue (34).
+ <a href="#">NetAF.Persistence.Json</a>	Bright black (90).
<a href="#">(NetAF.Persistence.Json.html)</a>	Bright blue (94).
+ <a href="#">NetAF.Rendering</a>	Bright cyan (96).
<a href="#">(NetAF.Rendering.html)</a>	Bright green (92).
+ <a href="#">NetAF.Rendering.FrameBuilders</a>	Bright magenta (95).
<a href="#">(NetAF.Rendering.FrameBuilders.html)</a>	Bright red (91).
- <a href="#">NetAF.Rendering.Frame</a>	Bright white (97).
<a href="#">Builders.Color</a>	Bright yellow (93).
<a href="#">(NetAF.Rendering.FrameBuilders.Color.html)</a>	Cyan (36).
<a href="#">GreenFrameBuilder</a>	Green (32).
<a href="#">MagentaFrameBuilder</a>	Magenta (35).
<a href="#">RedColorCompletionFrameBuilder</a>	Red (31).
<a href="#">ResetColorConversationFrameBuilder</a>	Reset (0).
<a href="#">WhiteColorGameOverFrameBuilder</a>	White (37).
<a href="#">YellowColorHelpFrameBuilder</a>	Yellow (33).



- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
  - + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
  - + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
  - + **NetAF.Logic**  
**(NetAF.Logic.html)**
  - + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
  - + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
  - + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
  - + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - **NetAF.Rendering.Frame**  
**Builders.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





## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

### Instructions

(NetAF.Conversations.Instruct  
NameColor)

+ NetAF.Extensions

Get or set the name color.

(NetAF.Extensions.html)

### Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

### Property Value

Type	Description
(NetAF.Persistence.html)	

Ahsicolor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### TitleColor

+ NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

### Property Value

Builders.Color

Type	Description
AnsiColor 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

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

## Methods

Build(string Game, int int)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
+ <a href="#">NetAF.Conversations.html</a>	<i>game</i>	The game.
- <b>Instructions</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Conversations.Instruct</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
+ <a href="#">NetAF.Extensions.html</a>	<i>height</i>	The height of the frame.

Returns  
[\(NetAF.Extensions.html\)](#)

Type	Description
+ <a href="#">NetAF.Interpretation.html</a>	

[\(NetAF.Interpretation.html\)](#)  
IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ [NetAF.Logic.html](#)

[\(NetAF.Logic.html\)](#)

**Implements**

+ [NetAF.Persistence.html](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))  
[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json.html](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering.html](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame.html](#)

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.FrameBuilders.html](#)

**Color**

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)





## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + 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.Persistence Build(string message, string reason, int width, int height)

(NetAF.Persistence.html)

Parameters

#### + NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)	message	The message to display to the user.
+ string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ int (https://learn.microsoft.com/dotnet/api/system.int32) Builders int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(NetAF.Rendering.FrameBuilders)	height	The height of the frame.

### Return Value

Type

Description

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

### Implements

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)







Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

# Methods

+ NetAF.Conversations.

**Build(string, IConverser, CommandHelp[], int, int)**

# (NetAF.Conversations.Instruct)

# + NetAF Extensions

## Declaration (NetAF.Extensions.html)

+ **NetAF.Interpretation** Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)  
**(NetAF.Interpretation.html)**

± NetAF.Logic

## Parameters

## (NetAF.Logic.html)

(NetAF.Logic.html)		Name	Description
Type			
+ NetAF.Persistence			
string		<i>title</i>	The title to display to the user.
(NetAF.Persistence.html)			
(https://learn.microsoft.com/dotnet/api/system.string)			
+ NetAF.Persistence.Json			
(NetAF.Persistence.Json.html)			
IConverser		<i>converser</i>	The converser.
(NetAF.Assets.Characters.IConverser.html)			
+ NetAF.Rendering			
(NetAF.Rendering.html)			
(NetAF.Interpretation.CommandHelp.html)		<i>contextualCommands</i>	The contextual commands to display.
+ NetAF.Rendering.Frame			
Builders			
int		<i>width</i>	The width of the frame.
(NetAF.Rendering.FrameBuilder)			
(https://learn.microsoft.com/dotnet/api/system.int32)			
- NetAF.Rendering.Frame			
int		<i>height</i>	The height of the frame.
Builders.Color			
(https://learn.microsoft.com/dotnet/api/system.int32)			
(NetAF.Rendering.FrameBuilder)			

Return AnsiColor

Type	(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)	Description
IFrame	(NetAF.Rendering.FrameBuilders.Frame.html)	

# Implementing Solar Conversations (NABER Rating)



- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
  - + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
  - + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
  - + **NetAF.Logic**  
**(NetAF.Logic.html)**
  - + **NetAF.Persistence**  
**(NetAF.Persistence.html)**
  - + **NetAF.Persistence.Json**  
**(NetAF.Persistence.Json.html)**
  - + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
  - + **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - **NetAF.Rendering.Frame**  
**Builders.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













```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + <b>NetAF.Conversations.</b> <b>Instructions</b>	<i>title</i>	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.array">https://learn.microsoft.com/dotnet/api/system.array</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>description</i>	The description.
CommandHelp ( <a href="https://learn.microsoft.com/dotnet/api/system.array">https://learn.microsoft.com/dotnet/api/system.array</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>commandHelp</i>	The command help.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) + <b>NetAF.Extensions.</b> <b>Int32</b>	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) + <b>NetAF.Interpretation</b>	<i>height</i>	The height of the frame.

Return  
([NetAF.Interpretation.html](#))

Type	Description
+ <b>NetAF.Logic</b> ( <a href="#">NetAF.Logic.html</a> )	

## + NetAF.Persistence

([NetAF.Persistence.html](#))

## Implements

+ **NetAF.Persistence.Json**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

([NetAF.Persistence.Json.html](#))

## + NetAF.Rendering

([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

### Builders

([NetAF.Rendering.FrameBuilders.html](#))

## - NetAF.Rendering.Frame

### Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))











Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



## Parameters

Name	Description
<code>gridStringBuilder</code>	The string builder to use.
<code>region</code>	The region.
<code>x</code>	The x position to start building at.
<code>y</code>	The y position to start building at.
<code>maxWidth</code>	The maximum horizontal space available in which to build the map.
<code>maxHeight</code>	The maximum vertical space available in which to build the map.

## + NetAF.Rendering.Frame

# Builders

## Implementations

[IRegionMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Builders.Color

## (NetAF.Rendering.FrameBuilder)

## 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



Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

## Properties

+ NetAF.Conversations.

Instructions

BackgroundColor

(NetAF.Conversations.Instruct

Get or set the background color.

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public AnsiColor BackgroundColor { get; set; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Properties

Builders.Color

Type

(NetAF.Rendering.FrameBuild

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuild

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuild

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuild

ColorGameOverFrameBuilder

public ANSI\_COLOR TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Properties

(NetAF.Rendering.FrameBuild

ColorRegionMapBuilder

... - - - . . - - - .. -











## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

### + NetAF.Conversations.

Type

[Instruct](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

### + NetAF.Extensions

[html](#)

### + VisitedExitColor

Type

[html](#)

Get or set the visited exit color.

Declaration

[html](#)

```
public AnsiColor VisitedExitColor { get; set; }
```

### + NetAF.Persistence

[html](#)

Property Value

### + NetAF.Persistence.Json

Type

[html](#)

Description

### + NetAF.Rendering

[html](#)

### + NetAF.Rendering.Frame

## Methods

[html](#)

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

[html](#)

Build a map for a room.

AnsiColor

Declaration

[html](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
iewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

[html](#)

ColorConversationFrameBuilder

Parameters

[html](#)

Type

[ColorGameOverFrameBuilder](#)

[GridStringBuilder](#)

[ColorHelpFrameBuilder](#)

[GridStringBuilder.html](#)

[ColorFrameBuilder.html](#)

Room

[Room.html](#)

Name

Description

*gridStringBuilder*

The string builder to use.

*room*

The room.

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	<i>key</i>	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations. Instructions	<i>startY</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endX</i>	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endY</i>	The end position, x.

+ NetAF.Extensions

(NetAF.Extensions.html)  
Implements

+ NetAF.Interpretation

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)  
(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)







## TextColor

Get or set the text color.

## Declaration

```
    public AnsiColor TextColor { get; set; }
```

## Property Value #NetAFI Conversations.

Type	Instructions	Description
(NetAF.Conversations.Instruct)	AhsIColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

## + NetAF.Extensions

## **(NetAF.Extensions.html)**

# + NetAF Interpretation Methods

(NetAF.Interpretation.html)

+ NetAF.Logic

Build(Room, View  
(NetAF.Logic.html)  
int)

## + NetAF.Persistence

## Build a frame. **(NetAE Box)**

## (NetAF.Persistence.html)

## Declaration

## + NetAF.Persistence.Json

(NetAE)

public IframeBuildRoom room

```
message CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

## NetAFI-Rendering

(NetAF.Renderings)

### Parameters

## Parameters + NetAE

## Network Rendering: Frame Type

Builders	Name	Description
<b>(NetAF.Rendering.FrameBuilder)</b> Room (NetAF.Assets.Room.html)	<i>room</i>	Specify the Room.
<b>- NetAF.Rendering.FrameBuilders.Color</b> <b>(NetAF.Rendering.FrameBuilder)</b> ViewPoint (NetAF.Assets.ViewPoint.html)	<i>viewPoint</i>	Specify the viewpoint from the room.
<b>(NetAF.Rendering.FrameBuilder)</b> PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	<i>player</i>	Specify the player.
<b>string</b> <b>ColorAboutFrameBuilder</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Rendering.FrameBuilder)</b>	<i>message</i>	Any additional message.
<b>ColorDepletionFrameBuilder</b> <b>(NetAF.Rendering.FrameBuilder)</b>	<i>contextualCommands</i>	The contextual commands to display.
<b>ColorConversationFrameBuilder</b> <b>(NetAF.Rendering.FrameBuilder)</b>		
<b>KeyType</b> <b>(NetAF.Rendering.KeyType.html)</b> <b>ColorGameOverFrameBuilder</b>	<i>keyType</i>	The type of key to use.
<b>int</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>ColorHelpFrameBuilder</b>	<i>width</i>	The width of the frame.
<b>int</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Rendering.FrameBuilder)</b>	<i>height</i>	The height of the frame.

## ColorRegionMapBuilder

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

## Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilders.html)

### - NetAF.Rendering.Frame

#### Builders.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

(NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)



# Properties

## BackgroundColor

Get or set the background color.



## Declaration

## + NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

## Instructions

## (NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions Type <a href="#">(NetAF.Extensions.html)</a>	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation <a href="#">(NetAF.Interpretation.html)</a>	

Banda FCBolívar

## [\(NetAF.Logic.html\)](#)

**Get or set the border color.**

## + NetAF.Persistence Declaration

## Declaration (Not AEI)

(NetAF.Persistence.html)

+ <a href="#">NetAF.Persistence.Json</a>	<code>Border.BorderColor { get; set; }</code>	
( <a href="#">NetAF.Persistence.Json.html</a> )		
Property Value		
+ <a href="#">NetAF.Rendering</a>		
T( <a href="#">NetAF.Rendering.html</a> )		<b>Description</b>
+ <a href="#">NetAF.Rendering.Frame</a>	<code>FrameBuilders.Color.AnsiColor.html</code>	
( <a href="#">NetAF.Rendering.Frame.html</a> )		

## DescriptionColor

## - NetAP.Rendering.Frame

## Builders Color

## (NetAE Rendering Frame)

## Declaration

AnsiCo

(NetAE Re)

```
ColorAboutFrameBuilder
```

## ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C  
turalView

Type	Description
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)	
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)	
ColorRegionMapBuilder	Get or set the title color.





# Properties

# BackgroundColor

Get or set the background color.



## Declaration

## + NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

## Instructions

## (NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions		
Type	(NetAF.Extensions.html)	Description
AnsiColor	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation		
	(NetAF.Interpretation.html)	

Banda FCBolívar

## **(NetAF.Logic.html)**

+ NetAF.Persistence

## Declaration **(NetApp)**

(NetAF.Persistence.html)

+ <b>NetAF.Persistence.Json</b>	<code>public Nullable&lt;Color&gt; BorderColor { get; set; }</code>	
( <a href="#">NetAF.Persistence.Json.html</a> )		
Property Value		
+ <b>NetAF.Rendering</b>		
T( <a href="#">NetAF.Rendering.html</a> )		<b>Description</b>
+ <b>NetAF.Rendering.Frame</b>	<code>public FrameBuilders.Color.AnsiColor Frame</code>	
( <a href="#">NetAF.Rendering.Frame.html</a> )		

## MessageColor

## - **NetAP.Rendering.Frame**

Builders' Circular

(NetAE-Rendering-Frau)

## Declaration

AnsICo

(NetAF.RF)

pub113 ANS100111 Message111 [ get, set, ]

## Section 4: Rendering Frame

(NetFx.Rendering.FrameBuilders.C  
ntryValueRelationFrameBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)	
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorGan

(NetAF.Rendering.FrameBuilders.C

**TitleColor**  
(NetAF.Rendering.FrameBuilders.C  
Get or set the title color.



# Namespace NetAF.Rendering.Frames

## Classes

Filter by title ▾

### **GridTextFrame** (NetAF.Rendering.Frames.GridTextFrame.html)

**Persistence** Persistence based frame for displaying a command based interface.

(NetAF.Commands.Persistence)

## Interfaces

NetAF.Conversations

(NetAF.Conversations.html)

### **IFrame** (NetAF.Rendering.Frames.IFrame.html)

**Instructions** Represents any object that is a frame that can display a command based interface.

(NetAF.Conversations.Instruct

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

(NetAF.Interpretation.html)

## + NetAF.Logic

(NetAF.Logic.html)

## + NetAF.Persistence

(NetAF.Persistence.html)

## + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

## + NetAF.Rendering

(NetAF.Rendering.html)

## + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

## + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

## - NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

GridTextFrame

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**  
↳ object ([https://learn.microsoft.com/dotnet/api/system.object](#))

↳ GridTextFrame

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**,

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

**Persistence**

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF.Conversations**.

Instructions

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([NetAF.Conversations.Instruct](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **NetAF.Extensions**  
↳ [NetAF.Extensions.html](#).Rendering ([NetAF.Rendering.html](#)).Frames ([NetAF.Rendering.Frames.html](#))

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Persistence.Json.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**  
↳ public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor  
color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.
GridTextFrame	cursorLeft	The cursor left position.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

[\(NetAF.Assets.Locations.html\)](#)

## Properties

[\(NetAF.Commands.html\)](#)

### + NetAF.Commands. AcceptsInput

#### Persistence

Get or set if this Frame accepts input.  
[\(NetAF.Commands.Persistence.html\)](#)

Declaration

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

### + NetAF.Conversations.

#### Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

### + NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
[\(NetAF.Extensions.html\)](#)

Description

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### Background Color

### + NetAF.Logic

Get the background color.

[\(NetAF.Logic.html\)](#)

Declaration

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public stringBackgroundColor { get; }
```

### + NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

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

#### Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
- public int CursorLeft { get; }
```

### - NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## CursorTop ([NetAF.Assets.Location.html](#))

Get the cursor top position.

### + NetAF.Commands

Declaration  
([NetAF.Commands.html](#))

### + NetAF.Commands

```
public int CursorTop { get; }
```

#### Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

### + NetAF.Conversations

Type  
([NetAF.Conversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### + NetAF.Conversations.

#### Instructions

([NetAF.Conversations.Instruct.html](#))  
ShowCursor

### + NetAF.Extensions

Get or set if the cursor should be shown.  
([NetAF.Extensions.html](#))

Declaration

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))  
public bool ShowCursor { get; set; }

### + NetAF.Logic

([NetAF.Logic.html](#))

### + NetAF.Persistence

([NetAF.Persistence.html](#))  
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

## NetAF.Rendering

### Methods

#### + NetAF.Rendering.Frame

#### Render(IFramePresenter)

Builders

Return Type  
([NetAF.Rendering.FrameBuilder.html](#))

#### - NetAF.Rendering.Frame

#### Builders.Color

public void Render(IFramePresenter presenter)

#### - NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)	presenter	The presenter.

## ToString()

Returns a string that represents the current object.

### + NetAF.Commands

#### (NetAF.Commands.html)

```
public override string ToString()
```

### + NetAF.Commands.

#### Persistence

Returns

#### (NetAF.Commands.Persistence.html)

### + NetAF.Conversations

### + NetAF.Conversations.

Overrides

#### Instructions

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

#### (NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

#### (NetAF.Extensions.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### + NetAF.Logic

#### (NetAF.Logic.html)

### + NetAF.Persistence

#### (NetAF.Persistence.html)

### + NetAF.Persistence.Json

#### (NetAF.Persistence.Json.html)

### + NetAF.Rendering

#### (NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

#### (NetAF.Rendering.FrameBuilder.html)

### + NetAF.Rendering.Frame

#### Builders.Color

#### (NetAF.Rendering.FrameBuilder.html)

### - NetAF.Rendering.Frames

#### (NetAF.Rendering.Frames.html)

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFrame**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

**Properties**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**AcceptsInput**  
Instructions

(NetAF.Conversations.Instruct

Get or set if this Frame accepts input.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

**CURSORLeft**

(NetAF.Persistence.Json.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

int CURSORLeft { get; }

**Builders**

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Description

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

**CURSORTop**

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

Type	Description
<a href="#">+ NetAF.Commands</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Commands.html)</a>	

+ [NetAF.Commands](#).

## Persistence

[ShowCursor](#)

([NetAF.Commands.Persistence.html](#))

Get or set if the cursor should be shown.

+ [NetAF.Conversations](#)

Declaration

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#)

bool ShowCursor { get; set; }

## Instructions

([NetAF.Conversations.Instruct.html](#))

Property Value

Type	Description
<a href="#">bool</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

[Render\(IFramePresenter\)](#)

([NetAF.Persistence.html](#))

Render this frame on a presenter.

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

void Render(IFramePresenter presenter)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Parameters

## Builders

Type

[\(NetAF.Rendering.FrameBuilder\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

- [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

[GridTextFrame](#)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence)
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.  
Instructions  
(NetAF.Conversations.Instructions)
- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color)
- NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

# Namespace NetAF.Rendering.Presenters

## Classes

Filter by title

### **TextWriterPresenter** (NetAF.Rendering.Presenters.TextWriterPresenter.html)

**Persistence** presenter for `TextWriter`.

(NetAF.Commands.Persistence)

## Interfaces

NetAF.Conversations

(NetAF.Conversations.html)

### **IFramePresenter** (NetAF.Rendering.Presenters.IFramePresenter.html)

Represents an object that can render a frame.

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Persistence

(NetAF.Persistence.html)

#### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

#### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

# Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFramePresenter**

**Persistence**

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

**Methods**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**Write(char)**

Instructions

(NetAF.Conversations.Instruct.html)

Write a character.

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)

char (https://learn.microsoft.com/dotnet/api/system.char)

Name

Description

value

The character to write.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

**Write(string)**

(NetAF.Persistence.Json.html)

Write a string.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Type void Write(string value)

**Builders**

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ **NetAF.Rendering.Frame**

Type

**Builders.Color**

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder.html)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

...

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence)
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.  
Instructions  
(NetAF.Conversations.Instructions)
- + NetAF.Extensions  
(NetAF.Extensions.html)
- + NetAF.Interpretation  
(NetAF.Interpretation.html)
- + NetAF.Logic  
(NetAF.Logic.html)
- + NetAF.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color)
- + NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

... -- . - .



# Methods

## ToString()

Returns a string that represents the current object.

Declaration  
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands**  
    string ToString()  
    (NetAF.Commands.html)

Returns  
+ **NetAF.Commands.**

Type	Description
<a href="#">(NetAF.Commands.Persistence)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	A string that represents the current object.

+ **NetAF.Conversations**

Overrides  
[\(NetAF.Conversations.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Instructions

Write(char)  
[\(NetAF.Conversations.Instruct](#)

Writes a character.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**  
    public void Write(char value)  
    (NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters  
[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Persistence**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

Name

Description

value

The character to write.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)  
Write(string)

+ **NetAF.Rendering**

Write a string.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

    public void Write(string value)

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type

[\(NetAF.Rendering.FrameBuilder](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

... -- - . . -

# Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands  
(NetAF.Commands.html)
- + NetAF.Commands.  
Persistence  
(NetAF.Commands.Persistence.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.Persistence  
(NetAF.Persistence.html)
- + NetAF.Persistence.Json  
(NetAF.Persistence.Json.html)
- + NetAF.Rendering  
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame  
Builders  
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame  
Builders.Color  
(NetAF.Rendering.FrameBuilders.Color.html)
- + NetAF.Rendering.Frames  
(NetAF.Rendering.Frames.html)

... -- . - .

# Namespace NetAF.Serialization

## Classes

Filter by title

### Persistence

#### **GameSerialization** (NetAF.Serialization.GameSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a Game.

### + NetAF.Conversations

(NetAF.Conversations.html)

## Interfaces

### + NetAF.Conversations.

#### Instructions

#### **IObjectSerialization<T>** (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct)

Represents any object that is a serialization of another object.

### + NetAF.Extensions

(NetAF.Extensions.html)

#### **IRestoreFromObjectSerialization<T>**

#### (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Persistence

(NetAF.Persistence.html)

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

# Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Implementation

[\(NetAF.Commands.Persistence.html\)](#)

Inherited Members

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ [NetAF.Conversations.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruction.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Extensions](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

+ [NetAF.Persistence](#)

[GameSerialization : IObjectSerialization<Game>](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[GameSerialization\(Game\)](#)

[\(NetAF.Rendering.Frame.html\)](#)

Builders

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [Type](#)

[\(NetAF.Rendering.Frames.html\)](#)

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to serialize.

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

# Properties

## ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

### (NetAF.Commands.html)

```
public string ActivePlayerIdentifier { get; set; }
```

## + NetAF.Commands.

### Persistence

Property Value

### (NetAFCommands.Persistence.html)

Type

## + NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### (NetAF.Conversations.html)

## + NetAF.Conversations.

### Instructions

## InactivePlayerLocations

### (NetAF.Conversations.Instruct.html)

Get or set the overworld serialization.

## + NetAF.Extensions

Declaration

### (NetAF.Extensions.html)

## + NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

### (NetAF.Interpretation.html)

## + NetAF.Logic

Property Value

### (NetAF.Logic.html)

Type

## + NetAF.Persistence

### (NetAF.Persistence.html)

PlayableCharacterLocationSerialization ([NetAF.Persistence.html](#))

## + NetAF.Persistence.Json

### (NetAF.Persistence.Json.html)

## + NetAF.Rendering

### Overworld

### (NetAF.Rendering.html)

Get or set the overworld serialization.

### Builders

Declaration

### (NetAF.Rendering.FrameBuilder.html)

## + NetAF.Rendering.Frame

### Builders.Color

### (NetAF.Rendering.FrameBuilder.html)

## + NetAF.Rendering.Frames

### (NetAF.Rendering.Frames.html)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

## + NetAF.Rendering.Presenters

### (NetAF.Rendering.Presenters.html)

Description

Description

Description

## Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

[\(NetAF.Commands.html\)](#)  
Property value

+ <a href="#">NetAF.Commands.</a>	Description
<b>Persistence</b> <a href="#">CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)</a> <a href="#">(NetAF.Commands.Persistence.html)</a>	

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

## Methods

+ [NetAF.Conversations.](#)

[Instructions](#)

[Restore\(Game\)](#)

[NetAF.Conversations.Instruct](#)

Restores instances from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[public void Restore\(Game game\)](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Persistence](#)

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

[Implements](#)

+ [NetAF.Rendering](#)

[ObjectSerialization \(\[NetAF.Serialization.IObjectSerialization-1.html\]\(#\)\)](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

# Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.html)

Syntax

**NetAF.Commands.**

**Persistence**

public interface IObjectSerialization<in T>

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

T Instructions The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(I)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type	Name	Description
NetAF.Rendering		
T(NetAF.Rendering.html)		The obj to restore.

T(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.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

# Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

**(NetAF.Commands.html)**

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

**Persistence**

Syntax

**(NetAF.Commands.Persistence)**

+ **NetAF.Conversations.** RestoreFromObjectSerialization<in T>

**(NetAF.Conversations.html)**

Type Parameters

+ **NetAF.Conversations.**

**Instruct** Description

**T** (NetAF.Conversations.Instruct)

The type of serialization that this object restores from.

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**Methods** (NetAF.Interpretation.html)

+ **NetAF.Logic**

**RestoreFrom(T)** (NetAF.Logic.html)

Restore this object from a serialization.

+ **NetAF.Persistence**

Definition

**(NetAF.Persistence.html)**

+ **NetAF.Persistence.Json**

Void RestoreFrom(T serialization) (NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

**(NetAF.Rendering.html)**

Type Name

Description

+ **NetAF.Rendering.Frame**

Serialization

The serialization to restore from.

**Builders**

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frame**

**Builders.Color**

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

# Namespace NetAF.Serialization.Assets

## Classes

Filter by title

### AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ NetAF.Extensions

Represents a serialization of an AttributeManager.

+ NetAF.Interpretation

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

Represents a serialization of an Attribute.

+ NetAF.Logic

(NetAF.Logic.html)

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Persistence

Represents a serialization of a Character.

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ConversationSerialization

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ConversationSerialization.html)

+ NetAF.Rendering

Represents a serialization of a Conversation.

(NetAF.Rendering.html)

### CustomCommandSerialization

(NetAF.Serialization.Assets.CustomCommandSerialization.html)

(NetAF.Rendering.FrameBuild

Represents a rendering frame build for a CustomCommand.

+ NetAF.Rendering.Frame

ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Rendering.FrameBuild

Represents a serialization of an Examinable.

+ NetAF.Rendering.Frames

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.I

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

(NetAF.Serialization.html)

Represents a serialization of an Item.

- NetAF.Serialization.Assets

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

AttributeManagerSerialization

Represents a serialization of a NonPlayableCharacter.

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

CharacterSerialization

Represents a serialization of an Overworld.

## PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Conversations.Instruction.Serialization.html)

+ NetAF.Extensions  
Represents a serialization of a Region.

(NetAF.Extensions.html)

## RoomSerialization(NetAF.Serialization.Assets.RoomSerialization.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

CharacterSerialization

# Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ AttributeManagerSerialization

**(NetAF.Extensions.html)**

Implements

+ **ObjectSerialization** [ObjectSerialization.html](#) <AttributeManager

**(NetAF.Serialization.AttributeManager.html)**

Inherited Members

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(NetAF.Persistence.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Persistence.Json.html)**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

Builders

**(NetAF.Rendering.FrameBuilder)**

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

+ **NetAF.Rendering.Frame**

Builders.Color

**(NetAF.Rendering.FrameBuilder)**

Constructors

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

**AttributeManagerSerialization(AttributeManager)**

+ **NetAF.Rendering.Presenters**

Represents a serialization of an AttributeManager.

+ **NetAF.Serialization**

**(NetAF.Serialization.html)**

public AttributeManagerSerialization(AttributeManager attributeManager)

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

Parameters

AttributeManagerSerialization

Type	Name	Description
NetAF.Serialization.Assets.AttributeManager	attributeManager	The attribute manager to serialize.

AttributeManager

[\(NetAF.Serialization.Assets.AttributeManager.html\)](#)

CharacterSerialization

Name

Description

attributeManager

The attribute manager to serialize.

# Properties

## Values

Get or set the values.

Declaration

**(NetAF.Conversations.Instruct**

```
public Dictionary<AttributeSerialization, int> Values { get; set; }
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Property Value

+ **NetAF.Interpretation**

Type  
**(NetAF.Interpretation.html)**

Dictionary (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

+ **NetAF.Logic**

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

**(NetAF.Logic.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

## Methods

**(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

**Restore(AttributeManager)**

**(NetAF.Rendering.html)**

Restore an instance from this serialization.

+ **NetAF.Rendering.Frame**

Declaration

**Builders**

**(NetAF.Rendering.FrameBuilder)**

```
public void Restore(AttributeManager attributeManager)
```

+ **NetAF.Rendering.Frame**

**Builders.Color**

Parameters

**(NetAF.Rendering.FrameBuilder)**

Type

+ **NetAF.Rendering.Frames**

AttributeManager

**(NetAF.Rendering.Frames.html)**

(NetAF.Assets.Attributes.AttributeManager.html)

Type	Name	Description
AttributeManager	attributeManager	The attribute manager to restore.

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

## Implements

+ **NetAF.Serialization**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))

**(NetAF.Serialization.html)**

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

# Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ AttributeSerialization

**(NetAF.Extensions.html)**

Implements

**IObjectSerialization**.Serialization.IObjectSerialization-1.html)<Attribute

(NetAF.Serialization.Attributes.Attribute.html)>

Inherited Members

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(NetAF.Persistence.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Persistence.Json.html)**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

NameSpace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

**Builders**

**(NetAF.Rendering.FrameBuilder)**

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

+ **NetAF.Rendering.Frame**

**Builders.Color**

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

+ **NetAF.Rendering.Presenters**

Represents a serialization of an Attribute.

**(NetAF.Rendering.Presenters.html)**

Declaration

+ **NetAF.Serialization**

**(NetAF.Serialization.html)** (NetAF.Serialization.html)(Attribute attribute)

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

Type: attributeManagerSerialization

(NetAF.Serialization.Assets.Attribute)

Attribute (NetAF.Assets.Attributes.Attribute.html)

AttributeSerialization

(NetAF.Serialization.Assets.Attribute)

CharacterSerialization

Type	Name	Description
attributeManagerSerialization (NetAF.Serialization.Assets.Attribute) Attribute (NetAF.Assets.Attributes.Attribute.html) AttributeSerialization (NetAF.Serialization.Assets.Attribute) CharacterSerialization	attribute	The asset to serialize.

# Properties

## Description

Get or set the description.

Declaration

+ **(NetAF.Conversations.Instruct**

```
    public string Description { 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.Persistence

### Maximum

**(NetAF.Persistence.html)**

Get or set the maximum.

+ **NetAF.Persistence.Json**

Declaration

**(NetAF.Persistence.Json.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

Property Value

### NetAF.Rendering.Frame

Type

**(NetAF.Rendering.FrameBuilder**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Rendering.Frame**

    Builders.Color

### NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

Get or set the minimum.

**(NetAF.Rendering.Frames.html)**

Declaration

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

+ **NetAF.Serialization**

Property Value

**(NetAF.Serialization.html)**

- Type

**NetAF.Serialization.Assets**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

AttributeManagerSerialization

**(NetAF.Serialization.Assets.AttributeManagerSerialization.html)**

Description

AttributeSerialization

**(NetAF.Serialization.Assets.AttributeSerialization.html)**

Name

**(NetAF.Serialization.Assets.Name.html)**

Get **Object** Serialization

## Declaration

```
public string Name { get; set; }
```

### Property Value

Type	Description
<a href="#">(NetAF.Conversations.Instruction)</a> string ( <a href="#">https://www.netaf.com/doc/api/system.string</a> )	

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## Methods

[\(NetAF.Interpretation.html\)](#)

### Restore(Attribute)

[\(NetAF.Logic.html\)](#)

Restore an instance from this serialization.

### + NetAF.Persistence

Declaration

[\(NetAF.Persistence.html\)](#)

### + NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

### Parameters

## NetAF.Rendering

Type	Name	Description
<a href="#">(NetAF.Rendering.html)</a>		

### + NetAF.Rendering.Examples

*attribute*

The attribute to restore.

### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## Implements

### + NetAF.Rendering.Frame

IOBJECTSERIALIZATION<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

### Borders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

### + NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

### + NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

### + NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

### - NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

CharacterSerialization

# Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

CharacterSerialization

↳ NonPlayableCharacterSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](https://NetAF.Serialization.Assets.ExaminableSerialization.html))

+ **NetAF.Interpretation**

Implements

**(NetAF.Interpretation.html)**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](https://NetAF.Serialization.IObjectSerialization-1.html))<IExaminable

+ **NetAF.Logic**

**(NetAF.Logic.html)**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](https://NetAF.Serialization.IObjectSerialization-1.html))<Character

([NetAF.Assets.Characters.Character.html](https://NetAF.Assets.Characters.Character.html))>

+ **NetAF.Persistence**

Inherited Members

**(NetAF.Persistence.html)**

ExaminableSerialization.Identifier

+ **NetAF.Persistence.Json**

([NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_Identifier](https://NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier))

**(NetAF.Persistence.Json.html)**

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_IsPlayerVisible](https://NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible))

ExaminableSerialization.AttributeManager

([NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_AttributeManager](https://NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager))

**(NetAF.Rendering.FrameBuilder)**

ExaminableSerialization.Commands

+ **NetAF.Rendering.Frame**

ExaminableSerialization.Identifier

**Builders.Color**

ExaminableSerialization.Restore(IExaminable)

**(NetAF.Rendering.FrameBuilder)**

([NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\\_Serialization\\_Assets\\_ExaminableSerialization\\_Builder](https://NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Builder))

+ **NetAF.Rendering.Frames**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(NetAF.Rendering.Frames.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

+ **NetAF.Rendering.Presenters**

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.Rendering.Presenters.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Serialization.html)**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(NetAF.Serialization.Assets.html)**

Namespace: NetAF ([NetAF.html](https://NetAF.html)).Serialization ([NetAF.Serialization.html](https://NetAF.Serialization.html)).Assets ([NetAF.Serialization.Assets.html](https://NetAF.Serialization.Assets.html))

AttributeManagerSerialization

Assembly: NetAF.dll

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](https://NetAF.Serialization.Assets.AttributeManagerSerialization.html))

Syntax

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](https://NetAF.Serialization.Assets.AttributeSerialization.html))

CharacterSerialization

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

## Constructors

(NetAF.Conversations.Instruct  
**CharacterSerialization(Character)**  
+ NetAF.Extensions

Replaces the default constructor for Character.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
    public CharacterSerialization(Character character)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

Character (NetAF.Assets.Characters.Character.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

**Properties**

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

**IsAlive**

Builders

(NetAF.Rendering.FrameBuilder)

Get or set if the character is alive.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

(NetAF.Rendering.FrameBuilder)

```
    public bool ISALIVE { get; set; }
```

+ NetAF.Rendering.Frames

Properties

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

bool (https://meanmicroservice.com/api/system.boolean)

Description

+ NetAF.Serialization

(NetAF.Serialization.html)

**Items**

- NetAF.Serialization.Assets

Gets or sets the item serializations.

(NetAF.Serialization.Assets.html)

Declaration

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

```
    public ItemSerialization[] Items { get; set; }
```

(NetAF.Serialization.Assets.AttributeManager)

CharacterSerialization

Property Value

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

## Methods

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Restore (Character.html)

Restores the character from this serialization.

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public void Restore(Character character)

+ NetAF.Persistence

Parameters (NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

Character (NetAF.Assets.Characters.Character.html)

Name

Description

character The character to restore.

+ NetAF.Rendering

(NetAF.Rendering.html)

## Implements

+ NetAF.Rendering.Frame

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

ObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

# Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ConversationSerialization

**(NetAF.Extensions.html)**

Implements

+ **ObjectImplementation**

↳ IObjectImplementation<Conversation> ([NetAF.ObjectImplementation.Conversation.html](https://NetAF.ObjectImplementation.Conversation.html))

**(NetAF.ObjectImplementation.html)**

Inherited Members

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**(NetAF.Persistence.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Persistence.Json.html)**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

Namespace: NetAF (NetAF.html) Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Rendering.Frame**

Syntax

Builders

**(NetAF.Rendering.FrameBuilder)**

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

+ **NetAF.Rendering.Frame**

Builders.Color

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

**ConversationSerialization(Conversation)**

+ **NetAF.Rendering.Presenters**

Represents a serialization of a Conversation.

**(NetAF.Rendering.Presenters.html)**

Declaration

+ **NetAF.Serialization**

**(NetAF.Serialization.html)**

ConversationSerialization(Conversation conversation)

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

TypeAttributeManagerSerialization

**(NetAF.Serialization.Assets.AttributeManagerSerialization)**

Conversation (NetAF.Conversations.Conversation.html)

AttributeSerialization

**(NetAF.Serialization.Assets.AttributeSerialization)**

CharacterSerialization

Type	Name	Description
AttributeManagerSerialization  Conversation (NetAF.Conversations.Conversation.html)  AttributeSerialization	conversation	The conversation to serialize.

# Fields

## NoCurrentParagraph

Get the value for no current paragraph.

Declaration

(NetAF.Conversations.Instruct)

```
public const int NoCurrentParagraph = -1
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Field Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C(NetAF.Parapage.Json.html)

+ NetAF.Rendering

Get or set the index of the current paragraph.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public int CurrentParagraph { get; set; }
```

(NetAF.Rendering.FrameBuilder)

Property Value

+ NetAF.Rendering.Frame

Type

(NetAF.Rendering.FrameBuilder)

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

Restore(Conversation)

(NetAF.Serialization.html)

Restore an instance from this serialization.

- NetAF.Serialization.Assets

Declaration

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

```
public void Restore(Conversation conversation)
```

(NetAF.Serialization.Assets.AttributeBuilder)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeBuilder)

CharacterSerialization

Description

Description

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

## Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

**(NetAF.Conversations.Instruct**

- + NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence  
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json  
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
 Builders  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame  
 Builders.Color  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)
- + NetAF.Rendering.Frames  
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters  
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization  
[\(NetAF.Serialization.html\)](#)
- NetAF.Serialization.Assets  
[\(NetAF.Serialization.Assets.html\)](#)
  - AttributeManagerSerialization  
[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)
  - AttributeSerialization  
[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)
  - CharacterSerialization  
[\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)

# Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ CustomCommandSerialization

**(NetAF.Extensions.html)**

Implements

+ **ObjectSerialization**.Serialization.IObjectSerialization<CustomCommand

(NetAF.Commands.CustomCommand.html)

Inherited Members

+ **NetAF.Logic**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Persistence**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Persistence.Json**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

**(NetAF.Persistence.Json.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.Rendering**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Rendering.Frame**

Assembly: NetAF.dll

Builders

Syntax

**(NetAF.Rendering.FrameBuilder)**

+ **NetAF.Rendering.Frame**

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

Builders.Color

**(NetAF.Rendering.FrameBuilder)**

Constructors

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

**CustomCommandSerialization(CustomCommand)**

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

Represents a serialization of a CustomCommand.

+ **NetAF.Serialization**

Declaration

**(NetAF.Serialization.html)**

- public CustomCommandSerialization(CustomCommand command)

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

Parameters

AttributeManagerSerialization

Type	Name	Description
NetAF.Serialization.Assets.AttributeManagerSerialization		

AttributeSerialization

CustomCommand (NetAF.Commands.CustomCommand.html)

**(NetAF.Serialization.Assets.AttributeManagerSerialization.html)**

Name	Description
command	The command.

CharacterSerialization

# Properties

## Command

Get or set the command.

Declaration

(NetAF.Conversations.Instruct)

```
public string Command { 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.Persistence

Type  
(NetAF.Persistence.html)

Get or set if it is player visible.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

```
bool LayerVisible { get; set; }
```

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Builders

Type  
(NetAF.Rendering.FrameBuilder)

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

+ NetAF.Rendering.Frame

Builders.Color

Type  
(NetAF.Rendering.FrameBuilder)

Methods

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Restore(CustomCommand)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

- NetAF.Serialization

(NetAF.Serialization.html)

```
public virtual void Restore(CustomCommand command)
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Parameters

AttributeManagerSerialization

Type  
NetAF.Serialization.Assets.Attribute

AttributeSerialization

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Serialization.Assets.Attribute)

CharacterSerialization

Type	Name	Description
AttributeSerialization CustomCommand (NetAF.Commands.CustomCommand.html) (NetAF.Serialization.Assets.Attribute)	command	The command to restore.

# Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

([NetAF.Conversations.Instruction](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

+ [NetAF.Serialization](#)

([NetAF.Serialization.html](#))

- [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

CharacterSerialization

# Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

+ **NetAF.Interpretation**

↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

+ **NetAF.Logic**

↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))

↳ ([NetAF.Logic.html](#))

Implements

+ **NetAF.Persistence**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IEstinable

([NetAF.Assets.IExaminable.html](#))>

+ **NetAF.Persistence.Json**

**(NetAF.Persistence.Json.html)**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Rendering**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.Frame**

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.Rendering.FrameBuilder**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Builders Color

NameSpace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF

Syntax

+ **NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

public class ExaminableSerialization : IObjectSerialization<IEstinable>

+ **NetAF.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

Constructors

Object Serialization

**(NetAF.Serialization.html)**

**ExaminableSerialization(IEstinable)**

**(NetAF.Serialization.Assets.html)**

Represents a serialization of an Examinable.

AttributeManagerSerialization

Declaration

**(NetAF.Serialization.Assets.AttributeManagerSerialization.html)**

AttributeSerialization

**(NetAF.Serialization.Assets.AttributeSerialization.html)**

CharacterSerialization

```
public ExaminableSerialization(IExaminable examinable)
```

## Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) <b>(NetAF.Conversations.Instruct</b>	<i>examinable</i>	The examinable.

## + NetAF.Extensions

(NetAF.Extensions.html)

## Properties

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### AttributeManager

### + NetAF.Logic

Get or set the attribute manager serializations.

(NetAF.Logic.html)

Declaration:

### + NetAF.Persistence

(NetAF.Persistence.html)

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

### + NetAF.Rendering

Type  
(NetAF.Rendering.html)

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

## Commands

### + NetAF.Rendering.Frame

Get or set the command serializations.

Builders.Color

Declaration:

(NetAF.Rendering.FrameBuilder

### + NetAF.Rendering.Frames

public CustomCommandSerialization[] Commands { get; set; }

(NetAF.Rendering.Frames.html)

## Presenters

### + NetAF.Rendering.Presenters

Type  
(NetAF.Rendering.Presenters.html)

### + NetAF.Serialization

CustomCommandSerialization (NetAF.Serialization.Assets.CustomCommandSerialization.html)[]

(NetAF.Serialization.html)

## - NetAF.Serialization.Assets

### Identifier.Serialization.Assets.htm

Get or set the identifier.

(NetAF.Serialization.Assets.Identifier

Declaration:

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

```
public string Identifier { get; set; }
```

## Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Conversations.Instruct</b>	

## + NetAF.Extensions

**IsPlayerVisible**  
([NetAF.Extensions.html](#))

## NetAF Interpretation

Declaration  
**(NetAF.Interpretation.html)**

## + NetAF.Logic

public bool IsPlayerVisible { get; set; }  
**(NetAF.Logic.html)**

## + NetAF.Persistence

Property Value  
**(NetAF.Persistence.html)**

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(NetAF.Persistence.Json.html)</b>	

## + NetAF.Rendering

**(NetAF.Rendering.html)**

## Methods

**NetAF.Rendering.Frame**

### Builders

**(NetAF.Rendering.FrameBuilder.html)**

### Restore(IExaminable)

#### + NetAF.Rendering.Frame

Restore an instance from this serialization.

##### Builders.Color

Declaration

**(NetAF.Rendering.FrameBuilder.html)**

#### + NetAF.Rendering.Frames

public virtual void Restore(IExaminable examinable)

**(NetAF.Rendering.Frames.html)**

## Parties

**NetAF.Rendering.Presenters**

Type	Name	Description
IExaminable ( <a href="#">NetAF.Assets.IExaminable.html</a> ) <b>(NetAF.Serialization.html)</b>	examinable	The examinable to restore.

## - NetAF.Serialization.Assets

**(NetAF.Serialization.Assets.html)**

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

AttributeManagerSerialization

**(NetAF.Serialization.Assets.AttributeManagerSerialization.html)**

AttributeSerialization

**(NetAF.Serialization.Assets.AttributeSerialization.html)**

CharacterSerialization

▼

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerializat

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerializat

CharacterSerialization

# Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

**(NetAF.Extensions.html)**

Implementation

**(NetAF.Interpretation.html)**

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Exit (NetAF.Assets.Locations.Exit.html)

**(NetAF.Logic.html)**

Inherited Members

+ **NetAF.Persistence**

ExaminableSerialization.Identifier

**(NetAF.Persistence.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

+ **NetAF.Persistence.Json**

ExaminableSerialization.IsPlayerVisible

**(NetAF.Persistence.Json.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

+ **NetAF.Rendering**

ExaminableSerialization.AttributeManager

**(NetAF.Rendering.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

**NetAF.Rendering.Frame**

ExaminableSerialization.Commands

**(NetAF.Rendering.FrameBuilder.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Commands)

+ **NetAF.Rendering.Frame**

(IExaminable)

**Builders**

**(NetAF.Rendering.FrameBuilder.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Builders)

+ **NetAF.Rendering.FrameBuilder**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

**NetAF.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

object.Equals(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.Rendering.Presenters**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**(NetAF.Rendering.Presenters.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>)

+ **NetAF.Serialization**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(NetAF.Serialization.html)**

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

**NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

AttributeManagerSerialization

**(NetAF.Serialization.Assets.AttributeSetSerialization.html)**

AttributObjectSerialization : ExaminableSerialization, IObjectSerialization

AttributObjectSerialization<Exit>

(NetAF.Serialization.Assets.AttributeSetSerialization.html)

CharacterSerialization

# Constructors

## ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

(NetAF.Conversations.Instruct

```
    public ExitSerialization(Exit exit)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type  
(NetAF.Interpretation.html)

Exit (NetAF.Assets.Locations.Exit.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties  
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IsLocked  
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set if the frame is locked.  
(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public bool IsLocked { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

Restore(Exit)

(NetAF.Serialization.html)

Restore an instance from this serialization.

- NetAF.Serialization.Assets

Declaration

(NetAF.Serialization.Assets.html)

```
    AttributeManagerSerialization
    public void Restore(Exit exit)
        (NetAF.Serialization.Assets.AttributeManager)
```

AttributeSerialization

Parameters

CharacterSerialization

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

## Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

**(NetAF Conversations Instruction)**

- + NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence  
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json  
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
 Builders  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame  
 Builders.Color  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)
- + NetAF.Rendering.Frames  
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters  
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization  
[\(NetAF.Serialization.html\)](#)
- NetAF.Serialization.Assets  
[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization  
[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization  
[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

CharacterSerialization  
[\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)

# Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

**(NetAF.Extensions.html)**

Implementation

**(NetAF.Interpretation.html)**

IOObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Item (NetAF.Assets.Item.html)

**(NetAF.Logic.html)**

Inherited Members

+ **NetAF.Persistence**

ExaminableSerialization.Identifier

**(NetAF.Persistence.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

+ **NetAF.Persistence.Json**

ExaminableSerialization.IsPlayerVisible

**(NetAF.Persistence.Json.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

+ **NetAF.Rendering**

ExaminableSerialization.AttributeManager

**(NetAF.Rendering.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

**NetAF.Rendering.Frame**

ExaminableSerialization.Commands

**(NetAF.Rendering.FrameBuilder.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Commands)

+ **NetAF.Rendering.Frame** (IExaminable)

Builders

**(NetAF.Rendering.FrameBuilder.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Builders)

+ **NetAF.Rendering.FrameBuilder** (IExaminable)

Restore NetAF\_Assets\_Examinable()

**(NetAF.Rendering.FrameBuilder.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.Rendering.Frames**

**(NetAF.Rendering.Frames.html)**

object.Equals(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.Rendering.Presenters**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

**(NetAF.Rendering.Presenters.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>)

+ **NetAF.Serialization**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**(NetAF.Serialization.html)**

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

**NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

AttributeManagerSerialization

**(NetAF.Serialization.Assets.AttributeManagerSerialization.html)**

AttributObjectSerialization : ExaminableSerialization, IObjectSerialization

AttributObjectSerialization<Item>

(NetAF.Serialization.Assets.AttributeManagerSerialization)

CharacterSerialization

# Constructors

## ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

### (NetAF.Conversations.Instruct)

```
public ItemSerialization(Item item)
```

#### + NetAF.Extensions

##### (NetAF.Extensions.html)

Parameters

#### + NetAF.Interpretation

##### Type (NetAF.Interpretation.html)

Item (NetAF.Assets.Item.html)

#### + NetAF.Logic

##### (NetAF.Logic.html)

#### + NetAF.Persistence

##### Methods (NetAF.Persistence.html)

#### + NetAF.Persistence.Json

##### Restore (NetAF.Persistence.Json.html)

#### + NetAF.Rendering

Recreates an item from this serialization.

##### (NetAF.Rendering.html)

Declaration

#### + NetAF.Rendering.Frame

```
public void Restore(Item item)
```

##### (NetAF.Rendering.FrameBuilder)

Parameters

#### + NetAF.Rendering.Frame

##### Type Builders.Color

##### (NetAF.Rendering.FrameBuilder)

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to serialize.

#### + NetAF.Rendering.Frames

##### (NetAF.Rendering.Frames.html)

##### Implements

#### + NetAF.Rendering.Presenters

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

##### (NetAF.Rendering.Presenters.I

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

#### + NetAF.Serialization

##### (NetAF.Serialization.html)

#### - NetAF.Serialization.Assets

##### (NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

# Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ NonPlayableCharacterSerialization

+ **NetAF.Interpretation**

Implements

**(NetAF.Interpretation.html)**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

+ **NetAF.Logic**

**(NetAF.Logic.html)**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character

([NetAF.Assets.Characters.Character.html](#))>

+ **NetAF.Persistence**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter

**(NetAF.Persistence.html)**

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>

+ **NetAF.Persistence.Json**

**(NetAF.Persistence.Json.html)**

CharacterSerialization.Items

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Items)

+ **NetAF.Rendering**

s) **(NetAF.Rendering.html)**

CharacterSerialization.IsAlive

([NetAF.Rendering.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_IsAlive)

+ **Builders**

CharacterSerialization.Restore(Character)

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Restore)

+ **NetAF.Rendering.Frame**

CharacterSerialization.Character\_()

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

+ **NetAF.Rendering.FrameBuilder**

CharacterSerialization.Restore(Character)

([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF\_Serialization\_Assets\_CharacterSerialization\_Restore)

+ **NetAF.Rendering.Frames**

CharacterSerialization.PlayerVisible

([NetAF.Rendering.Frames.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_PlayerVisible)

+ **NetAF.Rendering.Presenters**

ExaminableSerialization.AttributeManager

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

+ **NetAF.Serialization**

ExaminableSerialization.Commands

**(NetAF.Serialization.html)**

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Commands)

- **NetAF.Serialization.Assets**

ExaminableSerialization.Restore(IExaminable)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore)

+ **NetAF.Serialization.Assets.ExaminableSerialization**

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#)#NetAF\_Serialization\_Assets\_AttributeManagerSerialization)

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.Serialization.Assets.AttributeManagerSerialization)

CharacterSerialization

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

## (NetAF.Conversations.Instruct

Syntax

### + NetAF.Extensions

#### (NetAF.Extensions.html)

public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObj

### + NetAF.Interpretation<Examinable>, IObjectSerialization<Character>, IObjectSerialization

#### (NetAF.Interpretation.html)

### + NetAF.Logic

#### (NetAF.Logic.html)

## Constructors

### + NetAF.Persistence

#### (NetAF.Persistence.html)

## NonPlayableCharacterSerialization(NonPlayableCharacter)

### + NetAF.Persistence.Json

Represents a serialization of a NonPlayableCharacter.

#### (NetAF.Persistence.Json.html)

Declaration

### + NetAF.Rendering

#### (NetAF.Rendering.html)

public NonPlayableCharacterSerialization(NonPlayableCharacter character)

### + NetAF.Rendering.Frame

## Builders

Parameters

#### (NetAF.Rendering.FrameBuilder)

Type

### + NetAF.Rendering.Frame

NonPlayableCharacter

#### (NetAF.Renderings.CharacterBuilders.Color

(NetAF.Assets.Characters.NonPlayableCharacter.html)

#### (NetAF.Rendering.FrameBuilder)

	Name	Description
Type	character	The character to serialize.

### + NetAF.Rendering.Frames

#### (NetAF.Rendering.Frames.html)

## Properties

### + NetAF.Rendering.Presenters

#### (NetAF.Rendering.Presenters.I

## Conversation

### + NetAF.Serialization

Gets the conversation serialization.

#### (NetAF.Serialization.html)

Declaration

## NetAF.Serialization.Assets

#### (NetAF.Serialization.Assets.htr

public ConversationSerialization Conversation { get; set; }

AttributeManagerSerialization

#### (NetAF.Serialization.Assets.Attribut

PropertyAttributeSerialization

#### (NetAF.Serialization.Assets.Attribut

CharacterSerialization

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

## Methods

(NetAF.Conversations.Instruct

### Restore(NonPlayableCharacter)

(NetAF.Extensions.html)

Restore an instance from this serialization.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic Restore(NonPlayableCharacter character)

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

T (NetAF.Persistence.html)

Name

Description

+ NetAF.Persistence.Json

(NetAF.Assets.Characters.NonPlayableCharacter.html)

character

The character to restore.

+ NetAF.Rendering

(NetAF.Rendering.html)

## Implements

+ NetAF.Rendering.Frame

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

Builders

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

# Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

([NetAF.Extensions.html](#))

Implements

([NetAF.Interpretation.html](#))

IOObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ [NetAF.Logic](#)

ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

([NetAF.Logic.html](#))

([Overworld.html](#))>

Inherited Members

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

ExaminableSerialization.AttributeManager

([NetAF.Rendering.AssetExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

+ [NetAF.Rendering.FrameBuilders](#)

([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_FrameBuilders)

+ [NetAF.Rendering.Frame](#)

([NetAF.Rendering.Frame.html](#))

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.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.Serialization.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

Syntax

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

attributeSerialization : OverworldSerialization : ExaminableSerialization, IObjectSerialization<Overworld>

([NetAF.Serialization.Assets.IObjectSerialization.html](#))

CharacterSerialization

# Constructors

## OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

(NetAF.Conversations.Instruct

```
    public OverworldSerialization(Overworld overworld)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type  
(NetAF.Interpretation.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties  
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C  
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the current region.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public string CurrentRegion { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

Type  
Builders.Color

Description

(NetAF.Rendering.FrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html

Regions

+ NetAF.Rendering.Presenters

Get or set the presenters.

Delegates

(NetAF.Serialization.html)

```
    public RegionSerialization[] Regions { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html

Property Value

AttributeManagerSerialization

Type  
NetAF.Serialization.Assets.Attribute

Description

AttributeSerialization

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

# Methods

## Restore(Overworld)

Restore an instance from this serialization.

Declaration

**(NetAF.Conversations.Instruct**

```
    public void Restore(Overworld overworld)
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

Type  
**(NetAF.Interpretation.html)**

Overworld (NetAF.Assets.Locations.Overworld.html)

+ **NetAF.Logic**

**(NetAF.Logic.html)**

## Implements

**NetAF.Persistence**

**(NetAF.Persistence.html)**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence.Json**

**(NetAF.Persistence.Json.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.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

+ **NetAF.Serialization**

**(NetAF.Serialization.html)**

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

# Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Conversations.Instruct

Inheritance

+ NetAF.Extensions

(NetAF.Extensions.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocationSerialization

+ NetAF.Interpretation

Implements

(NetAF.Interpretation.html)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)>

(NetAF.Logic.html)

Inherited Members

+ NetAF.Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(NetAF.Persistence.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.Persistence.Json

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Rendering.Frame

NameSpace: NetAF.Rendering.Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

(NetAF.Rendering.FrameBuilder)

Syntax

+ NetAF.Rendering.Frame

public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

+ NetAF.Serialization

Represents a serialization of a PlayableCharacterLocation.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

# Properties

(NetAF.Conversations.Instruct

## PlayerIdentifiers

(NetAF.Extensions.html)

Get or set the player identifier.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

### + NetAF.Logging PlayerIdentifier { get; set; }

(NetAF.Logic.html)

## Property Value

### + NetAF.Persistence

(NetAF.Persistence.html)

Description

### + NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

### + NetAF.Rendering

#### RegionIdentifier

(NetAF.Rendering.html)

Get or set the region identifier.

### + NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilder

public string RegionIdentifier { get; set; }

### + NetAF.Rendering.Frame

#### Builders.Color

## Property Value

(NetAF.Rendering.FrameBuilder

Description

### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

### + NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

#### RoomIdentifier

### + NetAF.Serialization

Get or set the room identifier.

(NetAF.Serialization.html)

## Declaration

### - NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

public string RoomIdentifier { get; set; }

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

## Property Value

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## Methods

([NetAF.Conversations.Instruct](#))

### [RestorePlayableCharacterLocation\(\)](#)

([NetAF.Extensions.html](#))

Restore an instance from this serialization.

+ [NetAF.Interpretation](#)

Declaration

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#) Restore(PlayableCharacterLocation location)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

T([NetAF.Persistence.html](#))

Name

Description

+ [NetAF.Persistence.Json](#)

location

The attribute to restore.

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

+ [NetAF.Serialization](#)

([NetAF.Serialization.html](#))

- [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

CharacterSerialization

# Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

**(NetAF.Conversations.Instruct)**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Extensions**

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)  
**(NetAF.Extensions.html)**

Implementation

**(NetAF.Interpretation.html)**

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Logic**

↳ ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Region

(NetAF.Logic.html) Region.html >

Inherited Members

+ **NetAF.Persistence**

**(NetAF.Persistence.html)**

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_I

+ **NetAF.Persistence.Json**

Identifier

**(NetAF.Persistence.Json.html)**

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_I

+ **NetAF.Rendering**

sPlayerVisible)

**(NetAF.Rendering.html)**

ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_

+ **NetAF.Rendering.Frame**

AttributeManager

ExaminableSerialization.Commands

**(NetAF.Rendering.FrameBuilder.html)**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_

+ **NetAF.Rendering.Frame**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF\_Serialization\_Assets\_ExaminableSerialization\_

Restore\_NetAF\_Assets\_IExaminable\_)

+ **NetAF.Rendering.Frames**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

**(NetAF.Rendering.Frames.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Rendering.Presenters**

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.Serialization.html)**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

Assemblies

**(NetAF.Serialization.Assets.html)**

Syntax

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

attributeSerialization : ExaminableSerialization, IObjectSerialization

(NetAF.Serialization.Assets.AttributeManager)

CharacterSerialization

# Constructors

## RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

(NetAF.Conversations.Instruct

```
public RegionSerialization(Region region)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type  
(NetAF.Interpretation.html)

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties  
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

C  
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the current room.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public string CurrentRoom { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Type  
Builders.Color

(NetAF.Rendering.FrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Rooms

+ NetAF.Rendering.Presenters

Get or set the presenters.

- NetAF.Serialization

(NetAF.Serialization.html)

```
public RoomSerialization[] Rooms { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Property Value

AttributeManagerSerialization

Type  
NetAF.Serialization.Assets.Attribute

AttributeSerialization

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)[]

(NetAF.Serialization.Assets.Attribute)

Description

CharacterSerialization

# Methods

## Restore(Region)

Restore an instance from this serialization.

Declaration

**(NetAF.Conversations.Instruct**

```
    public void Restore(Region region)
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

+ **NetAF.Interpretation**

Type  
**(NetAF.Interpretation.html)**

Region (NetAF.Assets.Locations.Region.html)

+ **NetAF.Logic**

**(NetAF.Logic.html)**

## Implements

**NetAF.Persistence**

**(NetAF.Persistence.html)**

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Persistence.Json**

**(NetAF.Persistence.Json.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.Rendering.Presenters**

**(NetAF.Rendering.Presenters.html)**

+ **NetAF.Serialization**

**(NetAF.Serialization.html)**

- **NetAF.Serialization.Assets**

**(NetAF.Serialization.Assets.html)**

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

CharacterSerialization

# Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

([NetAF.Extensions.html](#))

Implementation

([NetAF.Interpretation.html](#))

↳ IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

([NetAF.Assets.IExaminable.html](#))>

+ [NetAF.Logic](#)

↳ ObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Room

([NetAF.Logic.html](#))<Room.html>

Inherited Members

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Identifier)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_IsPlayerVisible)

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

ExaminableSerialization.AttributeManager

([NetAF.Rendering.AssetExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_AttributeManager)

+ [NetAF.Rendering.FrameBuilders](#)

([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_FrameBuilders)

+ [NetAF.Rendering.Frame](#)

([NetAF.Rendering.Frame.html](#))

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#)#NetAF\_Serialization\_Assets\_ExaminableSerialization\_Restore\_NetAF\_Assets\_IExaminable\_)

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.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.Serialization.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Serialization.Assets](#)

([NetAF.Serialization.Assets.html](#))

Syntax

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

attributeSerialization : RoomSerialization : ExaminableSerialization, IObjectSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#)<Room>)

CharacterSerialization

# Constructors

## RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

(NetAF.Conversations.Instruct

```
public RoomSerialization(Room room)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type  
(NetAF.Interpretation.html)

Room.(NetAF.Assets.Locations.Room.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties  
(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Character  
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Get or set the character serializations.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public NonPlayableCharacterSerialization[] Characters { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value  
+ NetAF.Rendering.Frame

Type  
Builders.Color

(NetAF.Rendering.FrameBuilder

NonPlayableCharacterSerialization

+ NetAF.Rendering.Frames

□  
(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.I

Exits

+ NetAF.Serialization

Get or set the exit serializations.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public ExitSerialization[] Exits { get; set; }
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

Property Value  
AttributeSerialization

(NetAF.Serialization.Assets.Attribut

CharacterSerialization

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

## HasBeenVisited

Get or set if the room has been visited.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public bool HasBeenVisited { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

(NetAF.Logic.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Persistence

(NetAF.Persistence.html)

## Items

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the item serializations.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Properties

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders Color

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

## Methods

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Restore(Room)

+ NetAF.Serialization

Restore an instance from this serialization.

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public void Restore(Room room)
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

Parameters

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

CharacterSerialization

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

## Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruction.html)

- + NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence  
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json  
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
 Builders  
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame  
 Builders.Color  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)
- + NetAF.Rendering.Frames  
[\(NetAF.Rendering.Frames.html\)](#)
- + NetAF.Rendering.Presenters  
[\(NetAF.Rendering.Presenters.html\)](#)
- + NetAF.Serialization  
[\(NetAF.Serialization.html\)](#)
- NetAF.Serialization.Assets  
[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization  
[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization  
[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

CharacterSerialization  
[\(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)

# Namespace NetAF.Utilities

## Classes

Filter by title ▾

+ [NetAF.Commands.](#)

### **OverworldMaker** ([NetAF.Utilities.OverworldMaker.html](#))

Persistence

Provides a class for helping to make Regions.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

### **RegionMaker** ([NetAF.Utilities.RegionMaker.html](#))

NetAF.Conversations

Provides a class for helping to make Regions.

+ [NetAF.Conversations](#).

## Instructions

## Interfaces

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

### **IAssetTemplate<T>** ([NetAF.Utilities.IAssetTemplate-1.html](#))

([NetAF.Extensions.html](#))

Represents any object that is a template for an asset.

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

## Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

## Builders.Color

([NetAF.Rendering.FrameBuilderColor.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

public interface IAssetTemplate<out T>

(NetAF.Commands.Persistence)

Type Parameters

+ **NetAF.Conversations**

Name	Description
NetAF.Conversations.html	The type of asset being templated.

+ **T**NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

**Methods**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declaration

(NetAF.Logic.html)

+ **NetAF.Persistence**

Instantiate()

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Type	Description
------	-------------

| NetAF.Persistence.Json.html | The asset. |

+ **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.Rendering.Presenters**

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Commands.html\)](#)  
↳ OverworldMaker

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
[\(NetAF.Commands.Persistence.html\)](#)

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

## + NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)OverworldMaker

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## Constructors

### + NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

## OverworldMaker(Identifier, Description, params RegionMaker[])

### + NetAF.Persistence.Json

Provides a way to persist regions.

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public OverworldMaker(Identifier identifier, Description description, params RegionM

### + NetAF.Rendering.Frame

#### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

### + NetAF.Rendering.Frame

Type	Name	Description
Builders.Color	identifier	An identifier for the region.
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> ) <a href="#">(NetAF.Rendering.FrameBuilder.html)</a>	description	A description for the region.
Description ( <a href="#">NetAF.Assets.Description.html</a> )	regionMakers	The region makes to use to construct regions.

### + NetAF.Rendering.Frames

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

[]

### + NetAF.Rendering.Presenters

## OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

### + NetAF.Commands

([NetAF.Commands.html](#))

Parameters

#### + Type NetAF.Commands.

##### Persistence

String

([NetAF.Commands.Persistence.html](#))

#### + Type NetAF.Conversations

String

([NetAF.Conversations.html](#))

#### + RegionMaker[] NetAF.Conversations.

##### Instructions

([NetAF.Conversations.Instruct](#))

### + NetAF.Extensions

([NetAF.Extensions.html](#))

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

### + NetAF.Logic

Make an overworld.

([NetAF.Logic.html](#))

Declaration

### + NetAF.Persistence

([NetAF.Persistence.html](#))

### + NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

#### + Type NetAF.Rendering

([NetAF.Rendering.html](#))

Overworld (NewWorldLocations.Overworld.html)

#### Description

The created overworld.

### + NetAF.Rendering.Frame

#### Builders

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frame

#### Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

### + NetAF.Rendering.Presenters

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

## + NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
**(NetAF.Commands.html)**  
↳ RegionMaker

## + NetAF.Commands.

Inherited Members

### Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
**(NetAF.Commands.Persistence.html)**

## + NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
**(NetAF.Conversations.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

## + NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
**(NetAF.Conversations.Instruct.html)**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

## + NetAF.Extensions

Assembly: NetAF.dll

**(NetAF.Extensions.html)**

Syntax

## + NetAF.Interpretation

**(NetAF.Interpretation.html)** RegionMaker

## + NetAF.Logic

**(NetAF.Logic.html)**

## Constructors

### + NetAF.Persistence

**(NetAF.Persistence.html)**

## RegionMaker(Identifier, Description)

### + NetAF.Persistence.Json

Provides a way to persist regions.

## + NetAF.Rendering

**(NetAF.Rendering.html)**

public RegionMaker(Identifier identifier, Description description)

### + NetAF.Rendering.Frame

#### Builders

Parameters

**(NetAF.Rendering.FrameBuilder.html)**

Type

### + NetAF.Rendering.Frame

Identifier ([NetAF Assets.Identifier.html](#))

**Builders.Color**

**(NetAF.Rendering.FrameBuilder.html)**

	Name	Description
<b>Identifier</b>	<i>identifier</i>	An identifier for the region.
<b>Description</b>	<i>description</i>	A description for the region.

### + NetAF.Rendering.Frames

**(NetAF.Rendering.Frames.html)**

## RegionMaker(string, string)

### + NetAF.Rendering.Presenters

Initializes a new instance of the RegionMaker class.

## Declaration

```
public RegionMaker(string identifier, string description)
```

### Parameters

+ Type	Name	Description
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	An identifier for the region.
+ <b>NetAF.Commands.Persistence</b> <a href="#">(NetAF.Commands.Persistence.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description for the region.

### + NetAF.Conversations

## Properties

[\(NetAF.Conversations.html\)](#)

### + NetAF.Conversations.

#### this[*int*, *int*, *int*]

##### [\(NetAF.Conversations.Instruction.html\)](#)

Get or set the room at a location.

### + NetAF.Extensions

#### Declaration

##### [\(NetAF.Extensions.html\)](#)

```
public Room this[int x, int y, int z] { get; set; }
```

### + NetAF.Interpretation

##### [\(NetAF.Interpretation.html\)](#)

#### Parameters

### + NetAF.Logic

#### Type [\(NetAF.Logic.html\)](#)

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position.

##### [\(NetAF.Persistence.Json.html\)](#)

#### Property Value

### + NetAF.Rendering

#### Type [\(NetAF.Rendering.html\)](#)

Room ([\(NetAF.Assets.Locations.Room.html\)](#))

### + NetAF.Rendering.Frame

#### Builders

##### [\(NetAF.Rendering.FrameBuilder.html\)](#)

## Methods

### NetAF.Rendering.Frame

#### Builders.Color

##### [\(NetAF.Rendering.FrameBuilder.html\)](#)

### CanPlaceRoom(*int*, *int*, *int*)

#### + NetAF.Rendering.Frames

Determine if a room can be placed at a location

##### [\(NetAF.Rendering.Frames.html\)](#)

#### Declaration

### + NetAF.Rendering.Presenters

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The X position.
+ <b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a>	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The Z position.
+ <b>NetAF.Commands.</b>		

## Persistence

Returns

Type	Description
+ <b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a>	True if the room can be placed, else false.

## + NetAF.Conversations.

### GetRoomPositions()

#### (NetAF.Conversations.Instruct

Get all current room positions.

#### + NetAF.Extensions

Declaration

#### [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation[] GetRoomPositions()

#### [\(NetAF.Interpretation.html\)](#)

Returns

#### + **NetAF.Logic**

#### [\(NetAF.Logic.html\)](#)

#### + **NetAF.Persistence** [\(NetAF.Persistence.html\)](#)[]

#### [\(NetAF.Persistence.html\)](#)

## + NetAF.Persistence.Json

### Make()

#### [\(NetAF.Persistence.Json.html\)](#)

Make a region

## + NetAF.Rendering

#### [\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

public Region Make()

### Builders

#### [\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

## + NetAF.Rendering.Frame

Type

### Builders.Color

#### [\(NetAF.Rendering.FrameBuilderColor.html\)](#)

#### Description

The room positions.

## + NetAF.Rendering.Frames

#### [\(NetAF.Rendering.Frames.html\)](#)

## Make(RoomPosition)

## + NetAF.Rendering.Presenters

#### Description

The created region.

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **NetAF.Commands**

([NetAF.Commands.html](#))

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](#))

Name

Description

*startPosition*

The start position.

+ **NetAF.Commands.**

Returns

**Persistence**

([NetAF.Commands.Persistence.html](#))

Description

+ **NetAF.Conversations**

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

**Make(int, int, int)**

([NetAF.Conversations.Instruction.html](#))

Make a region.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

```
public Region Make(int x, int y, int z)
```

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

x

The start x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Returns

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Description

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

+ **NetAF.Rendering.Frame**

**Builders**

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

**Builders.Color**

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**