

Namespace NetAF.Adapters

Classes

Filter by title

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

Provides an adapter for the System.Console.

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

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

+ [NetAF.Assets](#)

Represents any object that provides an adapter for input.

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

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Conversations](#)

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

+ [NetAF.Conversations.](#)

[Instructions](#)

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

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

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

+ [NetAF.Logic](#)

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

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

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

+ NetAF.Assets

Methods

+ NetAF.Assets

Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

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

(NetAF.Commands.html)

Name	Description
frame	The frame to render.

+ NetAF.Conversations

(NetAF.Conversations.html)

Setup(Game)

+ NetAF.Conversations.

Setup for a game.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ NetAF.Extensions

void Setup(Game game)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters
(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Name	Description
game	The game to set up for.

+ NetAF.Rendering

(NetAF.Rendering.html)

WaitForAcknowledge

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

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

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

Returns

+ NetAF.Assets.Interaction

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

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

Description

The input.

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ **NetAF.Adapters**

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

Implements

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

Inherited Members

↳ ([NetAF.Adapters.SystemConsoleA](#)

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

+ NetAF.Assets

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

↳ **NetAF.Assets.Attributes**

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

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

↳ **NetAF.Assets.Characters**

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

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

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

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

(NetAF.Assets.Interaction.html)

Syntax

↳ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class SystemConsoleAdapter : II0Adapter

↳ **NetAF.Commands**

(NetAF.Commands.html)

↳ **NetAF.Conversations**

(NetAF.Conversations.html)

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

Instructions

↳ ([NetAF.Conversations.Instruct](#)

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public void RenderFrame(IFrame frame)

↳ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

↳ **NetAF.Logic**

Type

(NetAF.Logic.html)

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

↳ **NetAF.Rendering**

(NetAF.Rendering.html)

	Name	Description
frame		The frame to render.

Setup(Game)

Setup for a game.

Declaration

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

Particulars

+ NetAF.Adapters

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

SystemConsoleAdapter

(NetAF.Adapters.SystemConsoleA

+ NetAF.Assets

+ WaitForAcknowledge()

(NetAF.Assets.html)

WaitForAcknowledge()

Returns

(NetAF.Assets.Attributes.html)

```
public bool WaitForAcknowledge()
```

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Returns

+ NetAF.Assets.Interaction

Type (NetAF.Assets.Interaction.html)

bool

+ NetAF.Assets.Locations

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

WaitForInput()

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public string WaitForInput()
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Returns

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

Description

The input.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)



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

Namespace NetAF.Assets

Classes

Filter by title ▾

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

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

- NetAF.Assets

Description (NetAF.Assets.Description.html)

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

Description

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

ExaminableObject

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

ExaminationRequest

ExaminationResult

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

IExaminable

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

IPlayerVisible

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Identifier.html)
Provides NetAF assets that can be used as an identifier.

Size

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Characters

Characters (NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interaction (NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands

Commands (NetAF.Commands.html)

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Adapters

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

Delegates

(NetAF.Assets.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.CConditionalDescription

Represents the callback for examinations.

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

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

(NetAF.Assets.html)

Inherited Members

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

Assembly: [NetAF](#)

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

Syntax

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

Constructors

[Identifier](#)

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

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

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

ConditionalDescription(string, string, Condition)

Represents a conditional description of an object.

(NetAF.Assets.Attributes.html)

Declaration

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Parameters

+ **NetAF.Assets.Locations**

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

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

Name

Description

trueDescription

The true description.

+ **NetAF.Commands**

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

falseDescription

The false description.

(NetAF.Commands.html)

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

ConditionalDescription
(NetAF.Assets.ConditionalDescription)

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

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

GetDescription()

Get the description.

(NetAF.Assets.IPlayerVisible.html)

Declaration

(NetAF.Assets.Identifier.html)

```
public string GetDescription()
```

Size (NetAF.Assets.Size.html)

Related

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Type

Description

+ NetAF.Assets.Characters

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

The description.

(NetAF.Assets.Characters.html)

Overrides

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

IPlayerVisible

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

Identifier

Constructors

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

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

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

Description(string)

+ **NetAF.Assets.Attributes**

Represents a description of an object.

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

Declaration:

+ **NetAF.Assets.Characters**

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

public Description(string description)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

Name	Description
description	The description

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

- - - - -

Properties

DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

Type	Description
(NetAF.Assets.ConditionalDescriptor)	

Description

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

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequests)

ExaminationResult

(NetAF.Assets.ExaminationResult)

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

ExaminationScene

(NetAF.Assets.ExaminationScene)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

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

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GetDescription()

+ NetAF.Assets.Characters

Get the description.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

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

Description

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

+ NetAF.Conversations



(NetAF.Adapters.html)

- **NetAF.Assets**

(NetAF.Assets.html)

ConditionalDescription

(NetAF.Assets.ConditionalDescripti

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

Implements

IExaminationCallback

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

IPlayerVisible

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

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

Inherited Members

ExaminationResult

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

ExaminationScene

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

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

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

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

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

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

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

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

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

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

+ **NetAF.Assets.Locations**

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

Get the attribute manager for this object.

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

Properties

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

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

Property Value

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

- NetAF.Assets

(NetAF.Assets.html)

Commands

ConditionalDescription

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

Description

Declaration (NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

Property Value (NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type (NetAF.Assets.ExaminationRequest.html)

ExaminationResult

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

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Description

IExaminable

(NetAF.Assets.IExaminable.html)

Get or set a description of this object.

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type (NetAF.Assets.Attributes.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

NetAF.Assets.Interaction

Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

Commands

NetAF.Commands

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

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

Identifier

Get this objects identifier.

+ NetAF.Assets

Declaration

(NetAF.Assets.html)

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

Description

Property Value
(NetAF.Assets.Description.html)

Type

ExaminableObject

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

Description

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

ExaminationRequest

IsPlayerVisible

Declaration

```
(NetAF.Assets.ExaminationScene.html)
```

IExaminable

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

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Identifier

Type

Identifier

Description

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Tostring()

Description

(NetAF.Assets.Description.html)

Returns a string that represents the current object.

ExaminableObject

Declaration

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Returns

ExaminationResult

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

IExaminable

Overrides

NetAF.Assets.IExaminable.html

object

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Implements

Item

(NetAF.Assets.Item.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

Class ExaminationRequest

Represents a request to examine an IEExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

Assembly: NetAF.dll

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

IPlayerVisible

public class ExaminationRequest

Identifier

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

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

Constructors

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

+ NetAF.Assets.Attributes

ExaminationRequest(IExaminable, ExaminationScene)

+ NetAF.Assets.Characters

Represents a request to examine an IEExaminable.

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Parameters

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

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

+ NetAF.Conversations.

Instructions



(NetAF.Assets.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class ExaminationResult

Represents the result of an examination.

 Filter by title

Inheritance

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

Inherited Members

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

Syntax

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

+ NetAF.Assets.Attributes

Constructors

+ NetAF.Assets.Characters

ExaminationResult(string)

+ NetAF.Assets.Interaction

Initializes a new instance of the ExaminationResult class.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

description

A description of the result.

+ NetAF.Conversations.

Instructions

NetAF

...

...

...



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

...

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

IExaminable

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

(NetAF.Assets.IExaminable.html)

Assembly: NetAF.dll

IPlayerVisible

Syntax ([NetAF.Assets.IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.IPlayerVisible.html))

Identifier

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

NetAF.Assets.Attributes

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

ExaminationScene(Character, Room)

(NetAF.Assets.Characters.html)

Represents a scene that an examination occurs in.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

public ExaminationScene(Character examiner, Room room)

(NetAF.Assets.Locations.html)

#NetAF.Commands

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

(NetAF.Conversations.Instruct

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ [ConditionalDescription](#)

Parameters

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

Properties

Examiner

Get the EXAMINER.

IExaminable

Declaration

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

IPlayerVisible

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

Identifier

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

Property Value

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

Type

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

Description

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

NoScene

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

Get a default value for when there is no scene.

↳ [NetAF.Assets.Interaction](#)

Declaration

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

+ NetAF.Assets.Locations

public static ExaminationScene NoScene { get; }

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

+ NetAF.Commands

Property Value

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

Type

Description

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

Room

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

Get the room the examinable is being examined from.

Declaration

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

Property Value	
Type	Description
NetAF.Assets.ConditionalDescriptor	
Description	
Room (NetAF.Assets.Locations.Room.html)	
(NetAF.Assets.Description.html)	
ExaminableObject	
(NetAF.Assets.ExaminableObject.html)	
ExaminationCallback	
(NetAF.Assets.ExaminationCallback.html)	
ExaminationRequest	
(NetAF.Assets.ExaminationRequest.html)	
ExaminationResult	
(NetAF.Assets.ExaminationResult.html)	
ExaminationScene	
(NetAF.Assets.ExaminationScene.html)	
IExaminable	
(NetAF.Assets.IExaminable.html)	
IPlayerVisible	
(NetAF.Assets.IPlayerVisible.html)	
Identifier	
(NetAF.Assets.Identifier.html)	
Item (NetAF.Assets.Item.html)	
Size (NetAF.Assets.Size.html)	
+ NetAF.Assets.Attributes	
(NetAF.Assets.Attributes.html)	
+ NetAF.Assets.Characters	
(NetAF.Assets.Characters.html)	
+ NetAF.Assets.Interaction	
(NetAF.Assets.Interaction.html)	
+ NetAF.Assets.Locations	
(NetAF.Assets.Locations.html)	
+ NetAF.Commands	
(NetAF.Commands.html)	
+ NetAF.Conversations	
(NetAF.Conversations.html)	
+ NetAF.Conversations.	
Instructions	
(NetAF.Conversations.Instruct	

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

(NetAF.Assets.Description.html)

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

ExaminableObject

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

Syntax

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

Properties

IExaminable

(NetAF.Assets.IExaminable.html)

Attributes

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Get the attribute manager for this object.

Identifier

(NetAF.Assets.Identifier.html)

Declaration

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

AttributeManager Attributes { get; }

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Type

Description

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Commands

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Get or set this objects commands.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

CustomCommand[] Commands { get; set; }

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type

Description

IInstructions

(NetAF.Conversations.InstructionCustomCommand.html[])

+ NetAF.Extensions

Description

Get or set a description of this object.

Declaration

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

Property Value

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

Identifier

Get this objects identifier.

(NetAF.Assets.ExaminationResult.Identifier.html)

Declaration

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

```
    IExaminable Identifier { get; }
```

(NetAF.Assets.IExaminable.html)

IPlayerVisible

Property Value

(NetAF.Assets.IPlayerVisible.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct

+ NetAF.Extensions

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

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

▼

↳ [View API Documentation](#)

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax

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

```
ExaminationCallback
```

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

```
ExaminationRequest
```

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

```
ExaminationResult
```

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

```
ExaminationScene
```

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

```
IExaminable
```

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

Get **IPlayerVisible** visible to the player.

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

Declaration

```
Identifier
```

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

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

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

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

Property Value

+ NetAF.Assets.Attributes

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

Description

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance: [ExaminableObject](#)

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

Implements: [NetAF.Assets.ExaminationCallback](#)

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

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

Inherited Members:

↳ [ExaminationScene](#)

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

object ([ExaminableObject](#))

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

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

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

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

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

Assembly: [NetAF.dll](#)

↳ [NetAF.Assets.Attributes](#)

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

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

+ [NetAF.Assets.Characters](#)

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

↳ [NetAF.Assets.Interaction](#)

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

↳ [NetAF.Assets.Locations](#)

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

Provides a class that can be used as an identifier.

+ [NetAF.Commands](#)

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

+ [NetAF.Conversations](#)

[Identifier\(string name\)](#) ([NetAF.Conversations.html](#))

↳ [NetAF.Conversations](#).

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

+ [NetAF.Extensions](#)

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

Properties

Empty

Get an empty identifier.

Declaration

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

ExaminationCallback

Property Value

ExaminationRequest

Type

(NetAF.Assets.ExaminationRequest.html)

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IdentifiableName

(NetAF.Assets.IExaminable.html)

Get the name as a case insensitive identifier.

IPlayerVisible

Declaration

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

(NetAF.Assets.Interaction.html)

Get the name.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Name { get; }

(NetAF.Commands.html)

Property Value

(NetAF.Conversations.html)

Type

(NetAF.Conversations.html)

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

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Methods

(NetAF.Extensions.html)

Description

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

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

Equals(string)

Parameters

string	(NetAF.Assets.Item.html)
--------	--------------------------

Size (NetAF.Assets.Size.html)

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

+ **NetAF.Assets.Attributes**

Declaration

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

Parameters

string other

(NetAF.Assets.Characters.html)

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

Parameters

string other

(NetAF.Assets.Locations.html)

Parameters

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

Parameters

+ **NetAF.Commands**

Type	Description
(NetAF.Commands.html)	

Parameters

+ **NetAF.Conversations**

Parameters

+ **NetAF.Conversations.Instructions**

Parameters

+ **NetAF.Extensions**

Parameters

ToCString()

(NetAF.Extensions.html)

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides
[ExaminationRequest](#)

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

ExaminationResult

Implements

ExaminationResult.I

ExaminationScene

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

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

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

IPlayerVisible

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

Identifier

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

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Class Item

Represents an item that can be used within the game.

Filter by title

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

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

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

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

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

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

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

Inherited Members:

IExaminable

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

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

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

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

ExaminableObject.Description

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

ExaminableObject.Commands

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

+ **NetAF.Assets.Attributes**

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

ExaminableObject.Examine(ExaminationScene)

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

+ **NetAF.Assets.Interaction**

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

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

+ **NetAF.Assets.Locations**

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

object.GetHashCode()

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

object.GetType()

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

object.ReferenceEquals(object, object)

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

+ **NetAF.Conversations**

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

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

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

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

Public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

Constructors

Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

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

Parameters

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

Item(string, string, bool)

(NetAF.Assets.Identifier.html)

Initializes a new instance of the Item class.

Item (NetAF.Assets.Item.html)

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

Parameters

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

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

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Properties

(NetAF.Conversations.html)

Interaction

Conversations

Instructions

Get or set the interaction.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

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

Property Value

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

(NetAF.Assets.ExaminableObject.html)
ExaminationCallback

IsTakeable
ExaminationRequest

Get (NetAF.Assets.ExaminationRequest.html)

Declaration
(NetAF.Assets.ExaminationResult.html)

ExaminationScene
public bool IsTakeable { get; }

IExaminable
(NetAF.Assets.IExaminable.html)

Property Value
IPlayerVisible

Type	Description
(NetAF.Assets.IPlayerVisible.html)	

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Interact with an item.

+ NetAF.Assets.Interaction

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.html)

NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns
+ NetAF.Conversations.

Type

Instructions

(NetAF.Conversations.Instruct

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

Description
The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

Morph(Item)

+ NetAF.Interpretation

Handle item morphing.

Declaration

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

Parameters

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

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Declaration

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

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	
(NetAF.Assets.ExaminationCallback)	
ExaminationRequest	
ExaminationResult	
Get the examination result.	
(NetAF.Assets.ExaminationResult.IExaminationResult)	
ExaminationScene	
Declaration	
(NetAF.Assets.ExaminationScene.IExaminable)	
public int Width { get; }	
(NetAF.Assets.IExaminable.html)	
IPlayerVisible	
(NetAF.Assets.IPlayerVisible.html)	
Property Value	
Identifier	
(NetAF.Assets.Identifier.html)	
Type	
Item (NetAF.Assets.Item.html)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	
Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

+ **NetAF.Assets**

↳ Attribute

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

Inherited Members

- **NetAF.Assets.Attributes**

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

↳ Attribute

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

↳ AttributeManager

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

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

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

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

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

+ **NetAF.Assets.Characters**

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

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

+ **NetAF.Assets.Interaction**

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

Assembly: NetAF.dll

Syntax

NetAF.Assets.Locations

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

public class Attribute

+ **NetAF.Commands**

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

- **NetAF.Conversations**

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

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

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

Declaration

+ **NetAF.Extensions**

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

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

+ **NetAF.Interpretation**

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

Parameters

+ **NetAF.Logic**

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

string

Name

Description

name

Specify the name of the attribute.

+ **NetAF.Rendering**

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

string

description

Specify the description of the attribute.

+ **NetAF.Rendering.Frame**

Builders

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

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

+ NetAF.Assets

Properties

- NetAF.Assets.Attributes

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

Attribute

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

Declaration

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

+ NetAF.Assets.Characters

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

Property Value

+ NetAF.Assets.Interaction

Type

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Maximum

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

Get the maximum limit of the attribute.

+ NetAF.Conversations

Declaration

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

+ NetAF.Conversations.

public int Maximum { get; }

Instructions

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

Property Value

+ NetAF.Extensions

Type

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

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

+ NetAF.Interpretation

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

MinimAF Logic

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

Get the minimum limit of the attribute.

+ NetAF.Rendering

Declaration

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

+ NetAF.Rendering.Frame

Builders

Description

Description

Property Value

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

▼
Name
 ([NetAF.Adapters.html](#))

Get the name of the attribute.
+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**
 public string Name { get; }
 ([NetAF.Assets.Attributes.html](#))

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

Type	Description
attributeManager	

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

 Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

 Builders

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ **NetAF.Assets**

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

NetAF.Assets.Attributes

Inherited Members

(NetAF.Assets.Attributes.html)

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

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

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

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

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

(NetAF.Assets.Characters.html)

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

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class AttributeManager

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

Properties ([Conversations.html](#))

+ **NetAF.Conversations.**

Count

(NetAF.Conversations.Instruct

Get the number of attributes this manager has.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

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

(NetAF.Interpretation.html)

Properties Value

+ **NetAF.Logic**

(NetAF.Logic.html)

Description

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

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

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.AttributeV

Name

Description

attribute

The attribute.

value

The value.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Add(string, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public void Add(string attributeName, int value)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Conversations

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

value

The value.

Instructions

(NetAF.Conversations.Instruct

GetAsDictionary()

(NetAF.Extensions.html)

Get all attributes as a dictionary.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

T(NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

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

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

(NetAF.Rendering.FrameBuilder

Description

An array of

attributes.

GetAttributes()

Get all attributes.

Declaration

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

+ NetAF.Assets

Returns

(NetAF.Assets.html)
Type

- NetAF.Assets.Attributes

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

Description

An array of attributes.

Attribute

GetValue(Attribute)

AttributeManager

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

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

Name

Description

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

attribute

The attribute.

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

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

The value.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

GetValue(string)

+ NetAF.Extensions

Get the value of an attribute.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

public int GetValue(string attributeName)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Rendering.Frame

Returns

Builders

(NetAF.Rendering.FrameBuilder)

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

Remove(Attribute)

Remove an attribute.

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute
Parameters

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

Type AttributeManager

Name

Description

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

attribute

The attribute.

+ **NetAF.Assets.Characters**

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

Remove(string)

+ **NetAF.Assets.Interaction**

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

Remove an attribute.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

Parameters

+ **NetAF.Conversations**

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

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

+ **NetAF.Conversations**.

Name

Description

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

Instructions

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

RemoveAll()

+ **NetAF.Extensions**

Remove all attributes.

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

Declaration

+ **NetAF.Interpretation**

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

public void RemoveAll()

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ **NetAF.Rendering.Frame**

Declaration

Builders

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

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

Parameters

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

- NetΔE Assets Attributes

[Subtracting Attributes](#)

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

AttributeManager

+ **NetAEAssets.Characters** public void Subtract(string attributeName, int value)

(NetAF.Assets.Characters.htm)

Parameters

Parameters

+ NetAF.Assets.Interactio

Type	Name	Description
<code>(NetAF.Assets.Interaction.html)</code>		
+ NetAF.Assets.Locations <code>string (https://learn.microsoft.com/dotnet/api/system.string)</code>	<code>attributeName</code>	The name of the attribute.
<code>(NetAF/Assets/locations.html)</code>	<code>value</code>	The value.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAE Conversations

(NetAEConversations.html)

+ NetAE Conversations.

Instructions

(NetAE Conversations Instruction)

+ NetAE Extensions

(NetAE Extensions.html)

± NetAE Interpretation

(NetAE Interpretation.html)

+ NetAEI logic

(NetAEI logic.html)

+ NetAE Rendering

(NetAE Rendering html)

+ NetAE Rendering Frame

Builders

(NetAE) Rendering FrameBuilder

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

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

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

Character

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

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

IConverser

Inherited Members

NonPlayableCharacter

ExaminableObject.Examination

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

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

PlayableCharacter

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

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

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

+ **NetAF.Assets.Interaction**

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

ExaminableObject.Commands

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

ExaminableObject.Attributes

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

+ **NetAF.Commands**

ExaminableObject.Examine(ExaminationScene)

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

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

Scene)

+ **NetAF.Conversations**

ExaminableObject.IsPlayerVisible

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

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

+ **NetAF.Conversations.Instructions**

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.Instruct](#)

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

+ **NetAF.Extensions**

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

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

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

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

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

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

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

Properties

(NetAF.Assets.html)

Interaction

(NetAF.Assets.Attributes.html)

Get or set the interaction.

NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Characters.Character)

IConverser

Property Value

(NetAF.Assets.Characters.IConver)

Type	Description
NonPlayableCharacter	
(NetAF.Assets.Characters.NonPlay	
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	
PlayableCharacter	

(NetAF.Assets.Characters.Playable

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Get if this character is alive.

NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

NetAF.Commands

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

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

Type

Description

NetAF.Conversations

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

Instructions

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Get the items this Character holds.

NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Items[] Items { get; protected set; }

(NetAF.Logic.html)

Property Value

NetAF.Rendering

(NetAF.Rendering.html)

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

Methods

+ [NetAF.Assets](#)

(NetAF.Assets.html)

AcquireItem(Item)

+ [NetAF.Assets.Attributes](#)

AcquireItem (NetAF.Assets.Attributes.html)

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

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Characters.Character)

Parameters: [Character](#)

Type

(NetAF.Assets.Characters.IConverter)

NonPlayableCharacter

Item

(NetAF.Assets.Characters.IConverter)

NonPlayableCharacter

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Name

Description

The item to acquire.

De-AcquireItem(Item)

(NetAF.Assets.Interaction.html)

De-acquire an item.

+ [NetAF.Assets.Locations](#)

Declaration:

(NetAF.Assets.Locations.html)

+ [NetAF.Commands](#)

void DequireItem(Item item)

(NetAF.Commands.html)

Parameters: [Item](#)

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Name

Description

Item

(NetAF.Conversations.html)

item

The item to de-acquire.

Instructions

(NetAF.Conversations.Instructions.html)

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

FindItem(string, out Item, bool)

+ [NetAF.Extensions](#)

FindItem (NetAF.Extensions.html)

De-AcquireInterpretation

(NetAF.Interpretation.html)

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

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

Parameters: [Item](#)

(NetAF.Rendering.html)

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

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

+ **NetAF.Assets**

Returns

(NetAF.Assets.html)

Type

+ **NetAF.Assets.Attributes**

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

(NetAF.Assets.Attributes.html)

Description

True if the item is found, else false.

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Interact(item)

Character

Interact with an item.

(NetAF.Assets.Characters.Character.html)

IConverser

Declaration

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

public InteractionResult Interact(Item item)

(NetAF.Assets.Characters.NonPlay.html)

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

Name

item

Description

The item to interact with.

+ **NetAF.Assets.Locations**

Returns

(NetAF.Assets.Locations.html)

Type

+ **NetAF.Commands**

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

Description

The result of the interaction.

+ **NetAF.Conversations**

(NetAF.Conversations.html)

InteractWithItem(item)

+ **NetAF.Conversations.**

Interact with a specified item.

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

protected virtual InteractionResult InteractWithItem(Item item)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

Item (NetAF.Assets.Item.html)

(NetAF.Logic.html)

Name

item

Description

The item to interact with.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

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

Kill()

Kill the characters

(NetAF.Assets.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Implements

Character

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IIInteractable (NetAF.Assets.IIInteractable.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Interface IConverser

Represents an object that can converse.

 Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

+ **NetAF.Assets.Characters**

IExaminable.Examine(ExaminationScene)

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

(NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)

Character

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

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

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

IConverser

Assembly: NetAF.dll

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

Syntax

NonPlayableCharacter

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

PlayableCharacter

IConverser : IExaminable, IPlayerVisible

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

+ **NetAF.Assets.Interaction**

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

Properties

+ **NetAF.Assets.Locations**

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

Conversation

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

Get or set the conversation.

+ **NetAF.Conversations**

Declaration

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

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

Instructions

Property Value

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

Type	Description
(NetAF.Extensions.html)	

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

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

- NetAF.Assets.Characters

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

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

Implements

Character

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

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

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

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

↳ NonPlayableCharacter

Inherited Members

PlayableCharacter

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

Character.Interaction

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

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

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

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

Character.DequireItem(item)

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

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

+ NetAF.Conversations

Character.HasItem(item, bool)

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

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

S+ NetAF.Conversations.

Character.FindItem(string, out Item, bool)

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

E+ NetAF.Extensions

Character.GiveItem(item)

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

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

A_F_Assets_Characters_Character_)

+ NetAF.Interpretation

Character.Interact(item)

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

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

ExaminableObject.Examination

+ NetAF.Logic

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

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

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

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

+ NetAF.Rendering

ExaminableObject.Description

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

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

+ NetAF.Rendering.Frame

Builders

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

ExaminableObject.IsPlayerVisible

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

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

- **NetAF.Assets.Characters**

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

(NetAF.Assets.Characters.html)

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

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

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

(NetAF.Assets.Characters.IConverser.html)

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

Assembly: NetAF.dll

(NetAF.Assets.Characters.NonPlay

Syntax

PlayableCharacter

(NetAF.Assets.Characters.Playable

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser,

+ **NetAF.Assets.Interaction**

INTERACTABLE, IPLAYABLE

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

CONSTRUCTORS

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

NonPlayableCharacter(Identifier, Description, Conversation)

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

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

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

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Interpretation.html)

Description (NetAF.Assets.Description.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Conversation

+ **NetAF.Rendering**

(NetAF.Conversations.Conversation.html)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

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

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Parameters

- NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.htm)

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

Identifier (NetAF.Assets.Identifier.html)

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

Description (NetAF.Assets.Description.html)
IConverser

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

(NetAF.Assets.Characters.IConver

Conversation
NonPlayableCharacter

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

(NetAF.Conversations.Conversation.html)

PlayableCharacter

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

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

NonPlayableCharacter(Identifier, Description, Conversation, bool,

(NetAF.Commands.html)

InteractionCallback, ExaminationCallback)

+ NetAF.Conversations

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

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

Identifier (NetAF.Assets.Identifier.html)

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

+ NetAF.Logic

Description (NetAF.Assets.Description.html)

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

(NetAF.Logic.html)

+ NetAF.Rendering

Conversation
(NetAF.Rendering.html)

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

(NetAF.Renderings.Conversation.html)

+ NetAF.Rendering.Frame

Builders

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

- NetAF.Assets.Characters

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

NonPlayableCharacter(string, string, Conversation)

Character

Initializes a new instance of the NonPlayableCharacter class.

IConverser

Declaration

(NetAF.Assets.Characters.IConver

NonPlayableCharacter

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

PlayableCharacter

(NetAF.Assets.Characters.Playable

Parameters

+ NetAF.Assets.Interaction

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

Instructions

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

Properties

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

+ NetAF.Interpretation

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

Get or set the conversation.

+ NetAF.Logic

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

+ NetAF.Rendering

public Conversation Conversation { get; set; }

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

Prerequisites

Builders

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

Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - ([NetAFAssets.Characters.html](#))
 - ↳ Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - IConverter
 - ([NetAFAssets.Characters.Converter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - NonPlayableCharacter
 - Inherited Members
 - PlayableCharacter
 - Character.IsActive ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_IsActive](#))
 - ([NetAFAssets.Characters.PlayableCharacter.html](#))
 - Character.Interaction
 - ([NetAFAssets.Interaction.html](#))
 - Character.IsActive ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_IsActive](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Items](#))
 - Character.Kill() ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Kill](#))
 - + **NetAFAssets.Locations**
 - Character.AcquireItem(item)
 - ([NetAFAssets.Locations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item](#))
 - + **NetAF.Commands**
 - Character.DeacquireItem(item)
 - ([NetAFCommands.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_DeacquireItem_NetAF_Assets_Item](#))
 - + **NetAF.Conversations**
 - Character.HasItem(item, bool)
 - ([NetAFConversations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean](#))
 - + **NetAF.Extensions**
 - Character.GiveItem(string, out Item, bool)
 - ([NetAFExtensions.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item_System_Boolean](#))
 - + **NetAF.Interpretation**
 - Character.Interact(item)
 - ([NetAFInterpretation.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item](#))
 - + **NetAF.Logic**
 - ExaminableObject.Examination
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))
 - + **NetAF.Rendering**
 - ExaminableObject.ToString() ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))
 - ExaminableObject.Identifier ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))
 - + **NetAF.RenderingFrame**
 - ExaminableObject.Commands
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](#))
 - ([NetAFRenderingFrameBuilder.html](#))

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

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

NetAF.Assets.Characters.html

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

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

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

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

Assembly: NetAF.dll

NonPlayableCharacter

Syntax
(NetAF.Assets.Characters.NonPlay

PlayableCharacter

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ContractLocations

(NetAF.Assets.Locations.html)

PlayableCharacter(Identifier, Description, params Item[])

(NetAF.Commands.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

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

Instruct

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Name

Description

+ NetAF.Interpretation

identifier

This PlayableCharacter's identifier.

Description
(NetAF.Assets.Description.html)

description

The description of the player.

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

items

The players items.

(NetAF.Logic.html)

+ NetAF.Rendering

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

(NetAF.Rendering.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Rendering.Frame

Builders

Declaration
(NetAF.Rendering.FrameBuilder.html)

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

Parameters

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

PlayableCharacter(string, string, params Item[])

Initializes a new instance of the PlayableCharacter class.

+ NetAFAssets.Interaction

Declaration

(NetAFAssets.Interaction.html)

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

+ NetAFAssets.Locations

(NetAFAssets.Locations.html)

+ NetAFCommands

Type

(NetAFCommands.html)

+ NetAFConversations

(NetAFConversations.html)

string

(NetAFConversations.htm

HttpNetAFConversations

(NetAFConversations.html)

Name

Description

identifier

This PlayableCharacter's identifier.

description

The description of the player.

items

The players items.

Instructions

(NetAFConversations.Instruct

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

+ NetAFExtensions

(NetAFExtensions.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAFInterpretation

Declaration

(NetAFInterpretation.html)

+ public PlayableCharacter(string identifier, string description, bool canConverse, pa

+ NetAFLogic

(NetAFLogic.html)

+ NetAFRendering

Parameters

(NetAFRendering.html)

+ NetAFRendering.Frame

Builders

(NetAFRendering.FrameBuild

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

Properties

CanConverse

+ NetAF.Assets.Interaction

Get if this playable character can converse with an IConverser.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Description

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

UseItem(Item, IInteractWithItem)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

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

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

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

▼

Returns

Type	Description
NetAF.Assets.Attributes.html	

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

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

Character

(NetAF.Assets.Characters.Character)

IConverser

(NetAF.Assets.Characters.IConverser)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NonPlayableCharacter

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

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.PlayableC

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

Builders

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

Namespace NetAF.Assets.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)

(NetAF.Conversations.html)

Represents a condition.

+ NetAF.Conversations

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

(NetAF.Conversations.Instruct)

Represents the callback for interacting with objects.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

▼

(NetAF.Assets.html)

- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
 - Condition
[\(NetAF.Assets.Interaction.Condition.html\)](#)
 - IInteractWithItem
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
 - InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
 - InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
 - InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
 - Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - Result
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

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

InteractionResult

Parameters

ReactionResult

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

+ **NetAF.Assets.Locations**

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

 Filter by title

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

Assembly: NetAF.dll

† NetAF.Assets.Characters

(NetAEAssets.Characters.htm)

Notifies assets interaction public delegate InteractionResult InteractionCallback(Item item)

(NetAE Assets Interaction.html)

Parameters

Type	Name	Description
IInteractWithItem		
Item (NetAF Assets Item.html) (NetAF Assets Interaction.IInteract)	<i>item</i>	The item to interact with.

InteractionCallback

Returns Net A/E Assets Interaction Interaction

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

(NetAF.Assets.Interaction.Interacti

Reaction

(NetAF.Assets.Interaction.Reaction

ReactionResult

(NetAEAssets,Interaction,Reaction)

Result

(NetAE Assets Interaction Result ht)

† NetAE Assets | Locations

(NetAEAssets.Locations.html)

+ NetAE Commands

(NetAE Commands.html)

+ NetAE Conversations

(NetAE Conversations.html)

+ NetAE Conversations

Instructions

Instructions (NetAE Conversations Instructions)

• NetAE Extensions

NetAI:Extensions

(NetAI.Extensions.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)
ItemMorphedResult	Item morphed into another object. (NetAF.Assets.Interaction.InteractionEffect)
ItemUsedUpReaction	Item was used up. (NetAF.Assets.Interaction.InteractionEffect)
NoEffect	No effect on either the item or the target. (NetAF.Assets.Interaction.InteractionEffect)
SelfContainedReaction	Any other self contained effect. (NetAF.Assets.Interaction.Reaction)
TargetUsedUp	The target was used up. (NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF_Assets.Characters](#)

(NetAF_Assets.Characters.htm)

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

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

- **NetAF_Assets.Interaction**

↳ [InteractionResult](#)

(NetAF_Assets.Interaction.html)

Inherited Members

Condition

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

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

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

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

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

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

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

Reaction

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

(NetAF_Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

(NetAF_Assets.Interaction.Reaction)

Result

public sealed class InteractionResult : Result

+ NetAF_Assets.Locations

(NetAF_Assets.Locations.html)

Constructors

+ NetAF.Commands

(NetAF_Commands.html)

InteractionResult(InteractionEffect, Item)

+ NetAF.Conversations

Initializes a new instance of the InteractionResult class.

(NetAF_Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public InteractionResult(InteractionEffect effect, Item item)

(NetAF_Conversations.Instruct

+ NetAF.Extensions

Parameters

(NetAF_Extensions.html)

Type

+ NetAF.Interpretation

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

(NetAF_Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

...

Type	Name	Description
InteractionEffect ((NetAF_Assets.Interaction.InteractionEffect.html))	effect	The effect of this interaction.
Item ((NetAF_Assets.Item.html))	item	The item used in this interaction.

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

(NetAF.Assets.Interaction.IInteractionEffect.html)

InteractWithItem

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Name

effect

Description

The effect of this interaction.

item

The item used in this interaction.

descriptionOfEffect

A description of the effect.

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

Effect

InteractionEffect

Get the effect.

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

public InteractionEffect Effect { get; }

+ **NetAF.Commands**

Property Value

(NetAF.Commands.html)

Type

+ **NetAF.Conversations**

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

Description

+ **NetAF.Conversations.**

Instructions

Item

(NetAF.Conversations.Instruction.html)

Get the item used in the interaction.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

public Item Item { get; }

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Property Value

(NetAF.Logic.html)

...

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

▼

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

Class Reaction

Represents a reaction.

Filter by title

Inheritance

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Declaration

+ **NetAF.Conversations**.

Instructions

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

Parameters

+ **NetAF.Extensions**

Type

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

Name

Description

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

result

The result.

+ **NetAF.Interpretation**

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

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

description

A description of the result.

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

Properties

Description

Get a description of the result.

Declaration

(NetAF.Assets.Characters.num)

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

Property Value

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

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

Result

Get the result.
`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value
`(NetAF.Assets.Interaction.Result)`

Type	Description
+ NetAF.Assets.Locations <code>(NetAF.Assets.Locations.html)</code>	

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

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

Fields

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Class Result

Represents a result.

Filter by title

Inheritance

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

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

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

- NetAF.Conversations

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

+ NetAF.Conversations.

Result()
Instructions

Initializes a new instance of the Result class.

Declaration:

+ NetAF.Extensions

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

protected Result()

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Rendering.Frames

Get the description.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Interaction.html) string <small>Condition /learn.microsoft.com/dotnet/api/system.string)</small> (NetAF.Assets.Interaction.Condition IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem InteractionCallback (NetAF.Assets.Interaction.InteractionCallback InteractionEffect (NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult Reaction (NetAF.Assets.Interaction.Reaction ReactionResult (NetAF.Assets.Interaction.ReactionResult Result (NetAF.Assets.Interaction.Result.html)	

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frames**

Namespace NetAF.Assets.Locations

Classes

Filter by title

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

(NetAF.Assets.Attributes.html)
Represents an exit from a room.

+ NetAF.Assets.Characters

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

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

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

Exit

Represents a region.
(NetAF.Assets.Locations.Exit.html)

Matrix

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

Overworld

Represents a room.
(NetAF.Assets.Locations.Overworld)

Region

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

Room

Represents a room position.
(NetAF.Assets.Locations.Room.htm)

RoomPosition

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

ViewPoint

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

Enums

(NetAF.Commands.html)

+ NetAF.Conversations

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

(NetAF.Conversations.html)

Enumeration of directions.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enum Direction

Enumeration of directions.

Filter by title

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

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

([NetAF_Assets_Characters.html](#))

public enum Direction

+ NetAF.Assets.Interaction

([NetAF_Assets_Interaction.html](#))

- NetAF.Assets.Locations

([NetAF_Assets_Locations.html](#))

Fields

Name	Description
Down	Down.
East	East.
North	North.
Overworld	Overworld
South	South.
Up	Up.
West	West.

Extension Methods

DirectionExtensions_Inverse(Direction)

([NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction.html](#))

([NetAF_Commands.html](#))

+ NetAF.Conversations

([NetAF_Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF_Conversations_Instructions.html](#))

+ NetAF.Extensions

([NetAF_Extensions.html](#))

+ NetAF.Interpretation

([NetAF_Interpretation.html](#))

+ NetAF.Logic

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

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

+ **NetAF.Assets.Interaction**

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

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

Inherited Members

Direction
([NetAF.Assets.Locations.Direction](#)).
ExaminableObject.Examination
↳ Exit
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.ToString()
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_ToString)
Matrix
ExaminableObject.Identifier
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
Overworld
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
Region
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
Room
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_ExamineScene
RoomPosition
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene
ViewPoint
ExaminableObject.IsPlayerVisible
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_IsPlayerVisible)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
+ **NetAF.Commands**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,system-object)))
+ **NetAF.Conversations**
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)
+ **NetAF.Conversations**
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Instructions
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))
Assembly: NetAF.dll
+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

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

Constructors

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

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

Properties

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

Get the direction of the exit.

(NetAF.Assets.Locations.RoomPos

Declaration

ViewPoint

(NetAF.Assets.Locations.ViewPoin

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

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

Direction (NetAF.Assets.Direction.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Interaction

+ NetAF.Extensions

Get or set the interaction.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

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

IsLocked

Get if the item is locked.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public bool IsLocked { get; }

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

Description

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Interact (Item)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type

Instructions

(NetAF.Conversations.Instruction.html)

InteractionResult (NetAF.Interaction.InteractionResult.html)

Description

Description

The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

Lock()

+ NetAF.Interpretation

Lock this item. (NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public void Lock()
```

Unlock()

Unlock this exit.

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

```
    public void Unlock()
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Locations.Direction.html)

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

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

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

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

↳ 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

+ NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Conversations

(NetAF.Conversations.html)

public Matrix(RoomPosition[] roomPositions)

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct

Type		Name	Description
+ NetAF.Extensions			

R(NetAF.Extensions.html)

roomPositions

The rooms to be represented.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

(NetAF.Logic.html)

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

TypeInstructions

(NetAF.Conversations.Instruct

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

Name

Description

x

The x position.

+ NetAF.Extensions

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

(NetAF.Extensions.html)

y

The y position.

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

z

The z position.

+ NetAF.Interpretation

Properties

(NetAF.Interpretation.html)

+ Type

(NetAF.Logic.html)

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

Description

The room.

Width

Get the width of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

Description

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Description

The rooms, as a one dimensional array.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

Implementation

[NetAF.Assets.Locations](#)

IExaminable ([NetAF.Assets.Examinable.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
Direction

Inherited Members

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

Exit

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

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

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

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

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

Overworld

ExaminableObject.Description

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

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

Region

ExaminableObject.Commands

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

Room

ExaminableObject.Attributes

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

RoomPosition

ExaminableObject.IsPlayerVisible

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

ViewPoint

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

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

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

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

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

+ [NetAF.Conversations](#)

Assembly: NetAF.dll

Instructions

Syntax

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

+ [NetAF.Extensions](#)

Overworld : ExaminableObject, IExaminable, IPlayerVisible

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

+ [NetAF.Interpretation](#)

Constructors

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

+ [NetAF.Logic](#)

Overworld(Identifier, Description)

+ [NetAF.Rendering](#)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

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

- [NetAF.Assets.Locations](#)

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

Overworld(string, string)

(NetAF.Assets.Direction.

Initializes a new instance of the overworld class.

Exit

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

public Overworld(string identifier, string description)

Overworld

(NetAF.Assets.Locations.Overworld

Regions

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

ViewPoint

(NetAF.Assets.Locations.ViewPoint

Properties

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

+ [NetAF.Conversations](#)

[CurrentRegion](#)

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

Get the current region.

+ [NetAF.Conversations.](#)

[Instructions](#)

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

public Region CurrentRegion { get; }

+ [NetAF.Extensions](#)

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

Property Value

+ [NetAF.Interpretation](#)

Type

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

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

+ [NetAF.Logic](#)

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

+ [NetAF.Rendering](#)

Description

Regions

Get the regions in this overworld.

Declaration

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

(NetAF.Assets.Characters.html)

Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Methods

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

Exit

(NetAF.Assets.Locations.Exit.html)

AddRegion(Region)

(NetAF.Assets.Locations.Matrix.html)

Add a region to this overworld.

Overworld

Declaration

Region

public void AddRegion(Region region)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

Region position

Type

(NetAF.Assets.Locations.RoomPos

ViewPoint

Region

(NetAF.Assets.Locations.Region.html)

Description

+ **NetAF.Commands**

(NetAF.Commands.html)

Examine(ExaminationScene)

+ **NetAF.Conversations**

Examine this object.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public override ExaminationResult Examine(ExaminationScene scene)

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

ExaminationScene

(NetAF.Interpretation.html)

(NetAF.Assets.ExaminationScene.html)

Name

Description

+ **NetAF.Logic**

Returns

(NetAF.Logic.html)

+ **NetAF.Rendering**

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

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

Find a region

(NetAF.Assets.Locations.html)

Declaration

Direction

(NetAF.Assets.Locations.Direction.

public bool FindRegion(string regionName, out Region region)

(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

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

Returns

RoomPosition

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

+ NetAF.Commands

MOVE(Region)

+ NetAF.Conversations

Move to a region.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions Move(Region region)

(NetAF.Conversations.Instruct

Parent API

NetAF.Extensions

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

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

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

RemoveRegion(Region)

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

Declaration
+ NetAF.Assets.Interaction

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

- **NetAF.Assets.Locations**

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

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

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

Matrix

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

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

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

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

Room

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

RoomPosition

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

ViewPoint

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

Class Region

Represents a region.

Filter by title

Inheritance

↳ **NetAF.Assets.Interaction**

(<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

([NetAF.Assets.Direction.html](#))

Inherited Members

Exit

([NetAF.Assets.Locations.Exit.html](#))

ExaminableObject.Examination

Matrix

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))

([NetAF.Assets.Locations.Matrix.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))

Overworld

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.Description

Region

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](#))

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Commands

Room

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](#))

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Attributes

RoomPosition

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes](#))

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.ISPlayerVisible

ViewPoint

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible](#))

([NetAF.Assets.Locations.ViewPoint.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ **NetAF.Commands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

↳ **NetAF.Conversations**

(<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Instructions

Assembly: NetAF.dll

([NetAF.Conversations.Instruct.html](#))

Syntax

+ **NetAF.Extensions**

([NetAF.Extensions.html](#)) Region : ExaminableObject, IExaminable, IPlayerVisible

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Constructors

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Region(Identifier, Description)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Initializes a new instance of the Region class.

Declaration

```
public Region(Identifier identifier, Description description)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>identifier</i>	This Regions identifier.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>description</i>	The description of this Region.

Direction

Region(string, string)

Exit

Initializes a new instance of the Region class.
[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

Declaration
[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

```
public Region(string identifier, string description)
```

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

Parameters
[\(NetAF.Assets.Locations.Region.html\)](#)

Room

Type
[\(NetAF.Assets.Locations.Room.html\)](#)

Name

Description

RoomPosition
<https://learn.microsoft.com/dotnet/api/system.string>

identifier

This Regions identifier.

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

string
<https://learn.microsoft.com/dotnet/api/system.string>

description

The description of this Region.

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

Properties
[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)
CurrentRoom

+ NetAF.Conversations.

Get the current room.

Instructions

Declaration
[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

```
public Room CurrentRoom { get; }
```

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Description

+ NetAF.Logic

[\(NetAF.Assets.Locations.Room.html\)](#)

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

this[int, int, int]

Get a room at a specified location.

Declaration

```
public Room this[int x, int y, int z] { get; }
```

NetAFAssets.Interaction

Type	Name	Description
- int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
(NetAFAssets.Locations.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
Direction int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAFAssets.Locations.Direction.html)	z	The z position.

Exit

Property Value

Type	Description
Matrix (NetAFAssets.Locations.Matrix.html)	

Room

([NetAFAssets.Locations.Room.html](#))

Overwork

([NetAFAssets.Locations.Overwork.html](#))

Region

([NetAFAssets.Locations.Region.html](#))

Rooms

Room

([NetAFAssets.Locations.Room.html](#))

Get the number of rooms region contains.

RoomPosition

([NetAFAssets.Locations.RoomPosition.html](#))

ViewPoint

([NetAFAssets.Locations.ViewPoint.html](#))

+ NetAF.Commands

Property Value

([NetAFCommands.html](#))

Type	Description
+ NetAF.Conversations	

Instructions

VisibleWithoutDiscovery

([NetAFConversations.html](#))

Get if the current region is visible without discovery.

+ NetAF.Extensions

Declaration

([NetAFExtensions.html](#))

+ NetAF.Interpretation

```
public bool VisibleWithoutDiscovery { get; set; }
```

([NetAFInterpretation.html](#))

+ NetAF.Logic

Property Value

([NetAFLLogic.html](#))

Type

+ NetAF.Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFRendering.html](#))

Type	Description
+ NetAF.Rendering	

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.



Declaration

+ NetAF.Assets.Interaction

```
public bool AddRoom(Room room, int x, int y, int z)  
(NetAF.Assets.Interaction.html)
```

NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

Direction

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

The room to add.

Exit

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Assets.Locations.Exit.html)

x

The x position within the region.

Matrix

int (https://learn.microsoft.com/dotnet/api/system.int32)

y

The y position within the region.

Overworld

int (https://learn.microsoft.com/dotnet/api/system.int32)

z

The z position within the region.

Region (NetAF.Assets.Locations.Overworld.html)

Returns

Region

Type (NetAF.Assets.Locations.Region.html)

Type

Room (https://learn.microsoft.com/dotnet/api/system.boolean)

Description

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Examine(ExaminationScene)

(NetAF.Assets.Locations.ViewPoint.html)

Examine this object.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

```
public override ExaminationResult Examine(ExaminationScene scene)  
(NetAF.Conversations.html)
```

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Name

Description

scene

The scene this object is being examined from.

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

(NetAF.Logic.html)

Description

A ExaminationResult detailing the examination of this object.

NetAF.Rendering

(NetAF.Rendering.html)

ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

GetAdjoiningRoom(Direction)



Get an adjoining room to the Region.CurrentRoom property.

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public Room GetAdjoiningRoom(Direction direction)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Direction

Type	Name	Description
NetAF.Assets.Locations.Direction. Exit Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.Exit.html)	direction	The direction of the adjoining Room.

Matrix

Returns

(NetAF.Assets.Locations.Matrix.htm

Type	Description
@overworld (NetAF.Assets.Locations.Overworld.html)	The adjoining Room.

Room (NetAF.Assets.Locations.Room.html)

Region

(NetAF.Assets.Locations.Region.html)

GetAdjoiningRoom(Direction, Room)

RoomPosition

Get an adjoining room to a room.

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

GetAdjoiningRoom(Direction direction, Room room)

(NetAF.Commands.html)

Parameters

NetAF.Conversations

Type	Name	Description
NetAF.Conversations.html		
+ NetAF.Conversations	direction	The direction of the adjoining room.

(NetAF.Assets.Locations.Direction.html)

Instructions

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Conversations.Instruct

room

The room to use as the reference.

Type	Description
NetAF.Extensions.html	The adjoining room.

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

GetPositionOfRoom(Room)

(NetAF.Logic.html)

Get the position of a room.

NetAF.Rendering

(NetAF.Rendering.html)

Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) + NetAF.Assets.Interaction	room	The room.

Returns
- NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html) Direction	The position of the room.

(NetAF.Assets.Locations.Direction.
Exit

JumpToRoom(int, int, int)

Matrix
Jump to a room
(NetAF.Assets.Locations.Matrix.html)

Overworld
Declaration
(NetAF.Assets.Locations.Overworld)

```
public bool JumpToRoom(int x, int y, int z)
```

(NetAF.Assets.Locations.Region.html)

Room
Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	x	The x location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.

Returns
NetAF.Conversations

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Instructions

(NetAF.Conversations.Instruct)

Move(Direction)

NetAF.Extensions
(NetAF.Extensions.html)

Move in a direction.

+ NetAF.Interpretation

Declaration
(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters
(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to move in.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the move was successful, else false.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

SetStartRoom(Room)

(NetAF.Assets.Locations.html)

Set the room to start in.

Direction
Declaration

(NetAF.Assets.Locations.Direction.html)

Exit

public void SetStartRoom(Room room)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type (NetAF.Assets.Locations.Overworld.html)

Region Room (NetAF.Assets.Locations.Room.html)

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

SetStartRoom(int, int, int)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Set the room to start in.

ViewPoint

Declaration (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

public void SetStartRoom(int x, int y, int z)

(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Instructions

int (NetAF.Conversations.Instructions.html)

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

ToMatrix()

(NetAF.Interpretation.html)

Get this region as a 3D matrix of rooms.

+ NetAF.Logic

Declaration (NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public Matrix ToMatrix()
```

Returns

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

TryFindRoom(string, out Room)

- **NetAF.Assets.Locations**

TryFindRoom(string name, out Room room)

Declaration

(NetAF.Assets.Locations.Direction.

Exit
public bool TryFindRoom(string name, out Room room)
(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.

Region
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

Room

(NetAF.Assets.Locations.Room.htm

Returns

RoomPosition

Type	Description
NetAF.Assets.Locations.RoomPos ViewPoint bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.ViewPoin	True if the room could be found, else false.

+ **NetAF.Commands**

(NetAF.Commands.html)

UNLOCKDOORPair(Direction)

+ **NetAF.Conversations**

Unlock a pair of doors in a specified direction in the CurrentRoom.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public void UnlockDoorPair(Direction direction)

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to unlock in.

(NetAF.Interpretation.html)

Returns

+ **NetAF.Logic**

(NetAF.Logic.html)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the door pair could be unlocked, else false.

(NetAF.Rendering.html)

Implements

IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)



- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)
 Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)
 Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)
 Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)
 Region
[\(NetAF.Assets.Locations.Region.html\)](#)
 Room
[\(NetAF.Assets.Locations.Room.html\)](#)
 RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)
 ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Room

Represents a room

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ **(NetAF.Assets.Interaction.html)**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html))

- **NetAF.Assets.Locations**

↳ Room

↳ **(NetAF.Assets.Locations.html)**

Implements

Direction

IExaminable ([NetAF.Assets.IExaminable.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.IExaminable.html))

([NetAF.Assets.Locations.Direction.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Direction.html))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.IPlayerVisible.html))

Exit

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Interaction.IInteractWithItem.html))

([NetAF.Assets.Locations.Exit.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Exit.html))

Inherited Members

Matrix

([NetAF.Assets.Locations.Matrix.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Matrix.html))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination))

([NetAF.Assets.Locations.Overworld.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Overworld.html))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString))

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier))

([NetAF.Assets.Locations.Region.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Region.html))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description))

([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands))

([NetAF.Assets.Locations.RoomPos.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.RoomPos.html))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes))

([NetAF.Assets.Locations.ViewPoin.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.ViewPoin.html))

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands**

↳ **(NetAF.Commands.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.Conversations**

↳ **(NetAF.Conversations.html)**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

↳ **(NetAF.Conversations.Instruct.html)**

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/dotnet/api/NetAF.html)).Assets ([NetAF.Assets.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.html)).Locations ([NetAF.Assets.Locations.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.html))

Assembly: NetAF.dll

Syntax

↳ **(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

public sealed class Room : ExaminableObject, IExaminable, IPlayerVisible, IInteractW

↳ **(NetAF.Interpretation.html)**

+ **NetAF.Logic**

↳ **(NetAF.Logic.html)**

Constructors

+ **NetAF.Rendering**

↳ **(NetAF.Rendering.html)**

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

Declaration

```
public Room(Identifier identifier, Description description, params Exit[] exits)
```

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- Direction

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Locations.Direction.html)

Exit (NetAF.Assets.Locations.Exit.html[])

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Initializes a new instance of the Room class.

Region

Declaration

(NetAF.Assets.Locations.Region.html)

Room

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

RoomPosition

ViewPoint

Parameters

(NetAF.Assets.Locations.ViewPoint.html)

- Type

NetAF.Commands

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Commands.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Conversations

Exit (NetAF.Assets.Locations.Exit.html[])

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Room(string, string, params Exit[])

+ NetAF.Extensions

Initializes a new instance of the Room class.

Parameters

NetAF.Interpretation

(NetAF.Interpretation.html)

```
public Room(string identifier, string description, params Exit[] exits)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	<i>exits</i>	The exits from this room.

+ NetAF.Assets.Interaction

Room(string, string, Exit[], params Item[])

- NetAF.Assets.Locations

Initializes a new instance of the Room class.

(NetAF.Assets.Locations.html)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public Room(string identifier, string description, Exit[] exits = null, params Item  
[  
Exit  
[  
Items  
](NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters ([NetAF.Assets.Locations.Matrix.html](#))

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld)		
Region string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
Region (NetAF.Assets.Locations.Region.html)	<i>description</i>	This rooms description.
Room string (https://learn.microsoft.com/dotnet/api/system.string)		
Exit (NetAF.Assets.Locations.Room.html)[]	<i>exits</i>	The exits from this room.
RoomPosition Item (NetAF.Assets.Item.html)[]		
RoomPosition (NetAF.Assets.Locations.RoomPosition)	<i>items</i>	The items in this room.

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Properties

(NetAF.Commands.html)

+ NetAF.Conversations

Characters

(NetAF.Conversations.html)

Get the characters in this Room.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

```
public NonPlayableCharacter[] Characters { get; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

EnteredRoom

(NetAF.Rendering.html)

Description

Get which direction this Room was entered from.

Declaration

```
public Direction? EnteredFrom { get; }
```



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Direction (NetAF.Assets.Locations.Direction.html)?

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Exits

Direction

(NetAF.Assets.Locations.Direction.

Exit

Get the exits.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld[] Exits { get; }

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

Exit

(NetAF.Assets.Locations.Exit.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

HasBeenVisited

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get if this location has been visited.

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html) { get; }

+ **NetAF.Conversations.**

Property Value

Instructions

Type

NetAF.Conversations.Instruct

Description

+ **NetAF.Extensions**

(<https://docs.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Interaction

(NetAF.Interpretation.html)

Get or set the interaction.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

public InteractionCallback Interaction { get; set; }

(NetAF.Rendering.html)

Property Value

Type	Description
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	

▼
this[Direction]
+ NetAF.Assets.Interaction

Get NetAF
(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public Exit this[Direction direction] { get; }
```

Direction
(NetAF.Assets.Locations.Direction.html)

Parameters

Type	Name	Description
Matrix		

Direction (NetAF.Assets.Locations.MatrixDirection.html)

direction

The direction of an exit.

Overworld

Property Value

Region

Type (NetAF.Assets.Locations.Region.html)

Room (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

Items

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get the items in this Room.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

```
{ get; }
```

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type	Instructions	Description
	(NetAF.Conversations.Instruct	

Item (NetAF.Assets.Item.html)]

+ NetAF.Extensions

(NetAF.Extensions.html)

UnlockedExits

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Get all unlocked exits.

+ NetAF.Logic

(NetAF.Logic.html)

```
public Exit[] UnlockedExits { get; }
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

AddCharacter(NonPlayableCharacter)

- NetAF.Assets.Locations

Add a character to this room.

(NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.

```
public void AddCharacter(NonPlayableCharacter character)
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type

Overworld

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

character

The character to add.

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

Add a view point to this room.

(NetAF.Assets.Locations.ViewPoin

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Instructions

Exit (NetAF.Assets.Locations.Exit.html)

Name

Description

exit

The exit to add.

+ NetAF.Extensions

AddItem(Item)

(NetAF.Extensions.html)

Add an item to this room.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public void AddItem(Item item)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to add.

CanMove(Direction)

Test if a move is possible.

(NetAF.Assets.Interaction.html)

Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

Parameters

(NetAF.Assets.Locations.Direction.html)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		

Type	Name	Description
Matrix (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to test.

Type	Name	Description
Matrix (NetAF.Assets.Locations.Matrix.html)		

Returns

(NetAF.Assets.Locations.Overworld.html)

Type	Description
Region (NetAF.Assets.Locations.Region.html)	If a move in the specified direction is possible.

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If a move in the specified direction is possible.

Type	Description
Room (NetAF.Assets.Locations.Room.html)	

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	

ContainsCharacter(NonPlayableCharacter, bool)

ViewPoint

Get if this Room contains a character.

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instructions (NetAF.Conversations.Instruct.html)		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character.
+ NetAF.Extensions (NetAF.Extensions.html)		

bool

+ NetAF.Interpretation

(https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Interpretation.html)

Type	Name	Description
------	------	-------------

+ NetAF.Rendering

Type	Description
------	-------------

ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)  
+ NetAF.Assets.Interaction  
(NetAF.Assets.Interaction.html)
```

Parameters

Type	Name	Description
string Direction (https://learn.microsoft.com/dotnet/api/system.net.http.headers.direction) Exit (NetAF.Assets.Locations.Exit.html)	characterName	The character name to check for.
bool Matrix (https://learn.microsoft.com/dotnet/api/system.net.http.headers.matrix) Overworld (NetAF.Assets.Locations.Overworld.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns

Type	Description
Room (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Room.html)	True if the item is in this room, else false.

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ContainsExit(Direction, bool)

(NetAF.Assets.Locations.ViewPoint.html)

Get if this Room contains an exit.

+ NetAF.Commands

Declaration

```
(NetAF.Commands.html)
```

+ NetAF.Conversations

```
bool ContainsExit(Direction direction, bool includeInvisibleExits = false)  
(NetAF.Conversations.html)
```

Parameters

+ NetAF.Conversations.

Type	Instructions	Name	Description
Direction	(NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		includeInvisibleExits	Specify if invisible exits should be included.

+ NetAF.Interpretation

```
(NetAF.Interpretation.html)
```

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit exists, else false.

+ NetAF.Rendering

```
(NetAF.Rendering.html)
```

ContainsExit(bool)

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

Type	Name	Description
b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) Direction lean (NetAF.Assets.Locations.Direction. Exit	includeInvisibleExits	Specify if invisible exits should be included.

Returns
(NetAF.Assets.Locations.Exit.html)

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Overworld (NetAF.Assets.Locations.Overworld. Region (NetAF.Assets.Locations.Region.html) Room	True if the exit exists, else false.

ContainsInteractionTarget(string)

Get if this Room contains a Room target.

RoomPosition

Declaration
(NetAF.Assets.Locations.RoomPos

ViewPoint

public bool ContainsInteractionTarget(string targetName)

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type	Name	Description
+ NetAF.Conversations		

string
(https://learn.microsoft.com/dotnet/api/system.string)

targetName

The name of the target to check for.

+ NetAF.Conversations.

Returns

Instructions

Type
(NetAF.Conversations.Instruct

Description

bool
(https://learn.microsoft.com/dotnet/api/system.boolean)

True if the target is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

ContainsItem(Item)

(NetAF.Interpretation.html)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

+ NetAF.Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public bool ContainsItem(Item item)
```

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction	item	The item to check for.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)	True if the item is in this room, else false.

Direction
(NetAF.Assets.Locations.Direction.html)

Exit

ContainsItem(string, bool)

Matrix
Get if this Room contains an item.
(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	itemName	The item name to check for.
string viewPoint (NetAF.Assets.Locations.ViewPoint.html)	includeInvisibleItems	Specify if invisible items should be included.

+ NetAF.Commands

(NetAF.Commands.html)

(https://learn.microsoft.com/dotnet/api/system.boolean)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type	Description
(NetAF.Conversations.Instruction.html)	True if the item is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

Examine(ExaminationScene)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

Type	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	The result of this examination.

NetAF.Assets.Locations

Oversets
(NetAF.Assets.Locations.html)

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

FindCharacter(string, out NonPlayableCharacter)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

Declaration
NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html#NetAF_Assets_Locations_Region_FindCharacter(string characterName, out NonPlayableCharacter character))

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPosition	characterName	The character.
ViewPoint string (https://learn.microsoft.com/dotnet/api/system.string)	character	The character name.

+ NetAF.Commands

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character was found.

Instructions

(NetAF.Conversations.Instruct

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Extensions.html)

Find a character.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** FindCharacter(string characterName, out NonPlayableCharacter character, bool includeInvisibleCharacters)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character name.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	<i>character</i>	The character.
bool - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Direction
Returns
(NetAF.Assets.Locations.Direction.html)

Type	Exit	Description
(NetAF.Assets.Locations.Exit.html)		

bool
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld
(NetAF.Assets.Locations.Overworld.html)

Region
(NetAF.Assets.Locations.Region.html)

Find
(NetAF.Assets.Locations.Region.html)

Room
Declaration
(NetAF.Assets.Locations.Room.html)

RoomPosition
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

Direction (NetAF.Assets.Locations.Direction.html)

direction

Description

The exits direction.

+ NetAF.Conversations

(NetAF.Conversations.html)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

includeInvisibleExits

Description

Specify if invisible exists should be included.

+ NetAF.Conversations.

Instructions

Exit (NetAF.Assets.Locations.Exit.html)

exit

Description

The exit.

Returns

+ NetAF.Extensions

(NetAF.Extensions.html)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit was found.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Logic.html)

Find an interaction target.

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target.

- NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

Type	Description
Direction	bool (https://learn.microsoft.com/dotnet/api/system.boolean)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

FndItem(string, out Item)

(NetAF.Assets.Locations.Matrix.html)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false
(NetAF.Assets.Locations.Overworld)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public bool FindItem(string itemName, out Item item)
```

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPosition.html)

Type	Name	Description
viewPoint		
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive

+ NetAF.Commands

(NetAF.Commands.html)

Type	Description
Instruction	bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Commands.Instruct.html)

+ NetAF.Extensions

FindItem(string, out Item, bool)

(NetAF.Extensions.html)

Find an item

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>itemName</i>	The items name.
Item (NetAF.Assets.Item.html)	<i>item</i>	The item.
bool + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Type	Direction	Description
bool bool Exit (NetAF.Assets.Locations.Exit.html)	NetAF.Assets.Locations.Direction . Overworld	True if the item was found.

Get if [NetAF.Assets.Locations.Exit](#) in a specified direction.

Region Declaration

([NetAF.Assets.Locations.Region.html](#))

Room

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits)
```

= RoomPosition

([NetAF.Assets.Locations.RoomPos](#))

ViewPoint

Parameters

([NetAF.Assets.Locations.ViewPoin](#))

Type

+ NetAF.Commands

Direction ([NetAF.Assets.Locations.Direction.html](#))

([NetAF.Commands.html](#))

bool

+ NetAF.Conversations

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Returns

Instructions

Type	Name	Description
NetAF.Conversations.Instruct		If there is a locked exit in the specified direction.

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

HasUnlockedExitInDirection(Direction, bool)

([NetAF.Interpretation.html](#))

Get if this room has a visible unlocked exit in a specified direction.

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Interaction.html) bool	<i>direction</i>	The direction to check.
- NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean (NetAF.Assets.Locations.html)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Direction

Returns [\(NetAF.Assets.Locations.Direction.html\)](#)

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	If there is a unlocked exit in the specified direction.

Overworld

(NetAF.Assets.Locations.Overworld)

Region

Interact(Item)
(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPos)

public InteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint)

Parameters

NetAF.Commands

Type	Name	Description
+ NetAF.Conversations (NetAF.Conversations.html)	<i>item</i>	The item to interact with.

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations**.

Type

Instructions

(NetAF.Conversations.Instruct)

InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)

Description

The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

MovedInto(Direction?)

+ **NetAF.Interpretation**

Handle an item into the Game location.

(NetAF.Interpretation.html)

Declarations

NetAF.Logic

(NetAF.Logic.html)

public void MovedInto(Direction? fromDirection)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

+ **NetAF.Assets.Interaction**

RemoveCharacter(NonPlayableCharacter)

NetAF.Assets.Locations

Remove a character from the room.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction.  
public void RemoveCharacter(NonPlayableCharacter character)  
Exit  
(NetAF.Assets.Locations.Exit.html)
```

Parameters

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character to remove.
-----------------------------------------------------	-----------	--------------------------

(NetAF.Assets.Locations.Region.h

Room

(NetAF.Assets.Locations.Room.h

RoomPosition

RemoveExit(Exit)

Remove an exit from the room.

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

```
public void RemoveExit(Exit exit)  
(NetAF.Commands.html)
```

+ **NetAF.Conversations**

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to remove.

Instructions

(NetAF.Conversations.Instruct

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Extensions.html)

Remove an interaction target from the room.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** interactWithItem RemoveInteractionTarget(IInteractWithItem target)

(NetAF.Logic.html)

Parameters

NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	<i>target</i>	The target to remove.

Returns

Type	Description
+InteractWithItem (NetAEAssets.Interaction.IInteractWithItem.html)	The target removed from this room.

(NetAF.Assets.Interaction.html

- **NetAF.Assets.Locations.RemoveItem(Item)**
([NetAF.Assets.Locations.html](#))

Remove item from the room.

(NetAF.Assets.Locations.Direction.
Declaration
Exit

```
(NetAF.Assets.Locations.Exit.html)
public void RemoveItem(Item item)
```

(NetAF.Assets.Locations.Matrix.htm)

Overworld Parameters

(NetAF.Assets.Locations.Overworld)

Type	Name	Description
Region		
Item (NETAF_Assets_Locations_Region.html)	<i>item</i>	The item to remove.
Room		

SpecifyConditionalDescription(ConditionalDescription)

ViewPoint
Specify a conditional description of this room.
(NetAF.Assets.Locations.ViewPoin

Declaration + NetAF.Commands

(NetAF.Commands.html)

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Type	NetAF.Conversations.	Name	Description
Instructions	ConditionalDescription.(NetAF.Assets.ConditionalDescription.html)		
(NetAF.Conversations.Instruct		<i>description</i>	The description of this room.

+ NetAE Extensions

Implementations

[Examinable (NetAE Assets | Examinable.html)]

+NetAE:Interpretation (NetAE Assets: IPlayerVisible.html)

[InteractWithItem \(NetAF Assets Interaction - InteractWithItem.html\)](#)

InteractWithItem
+ NetAELogic

NetAEI logic

+ NetAE Rendering

NetΔF Rendering



- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)

 Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)

 Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)

 Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)

 Region
[\(NetAF.Assets.Locations.Region.html\)](#)

 Room
[\(NetAF.Assets.Locations.Room.html\)](#)

 RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

 ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(NetAF.Assets.Interaction.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.Locations.Matrix.htm)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Overworld

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Assets.Locations.Overworld)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Region

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Assets.Locations.Region.htm)

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Room

Assembly: NetAF

Class: RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

public class RoomPosition
(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

(NetAF.Commands.html)

Constructors

+ NetAF.Conversations

(NetAF.Conversations.html)

RoomPosition(Room, Int, Int, Int)

+ NetAF.Conversations.

Represents a room position.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

public RoomPosition(Room room, int x, int y, int z)

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Logic.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Rendering

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Rendering.Frame

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The room/
(NetAF.Logic.html)	x	The x position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

```
public Room Room { get; }
```

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type	Description
NetAF.Assets.Locations.Direction.	

Exit Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Locations.Exit.html)	
---------------------------------------------------------------------------------------	--

Matrix

(NetAF.Assets.Locations.Matrix.htm

X Overworld

(NetAF.Assets.Locations.Overworld

Get the X position of the room.

Region

Declaration

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

Property Value

Type	(NetAF.Assets.Locations.ViewPoin
------	----------------------------------

Description

+ NetAF.Commands

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Commands.html)

+ NetAF.Conversations

Y (NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

{ get; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type	(NetAF.Interpretation.html)
------	-----------------------------

Description

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Logic.html)

+ NetAF.Rendering

Z (NetAF.Rendering.html)

Get the Z position of the room.

+ NetAF.Rendering.Frame

Declaration

```
public int Z { get; }
```

Property Value

Type	Description
int (NetAF/Assets/Interaction.html)	(https://learn.microsoft.com/dotnet/api/system.int32)

- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

Methods

(NetAF.Assets.Direction.Exit.html)	Direction Exit
IsAtPosition(int, int, int)	IsAtPosition Matrix
Get if this RoomPosition is at position.	(NetAF.Assets.RoomPosition.html)
Overworld Declaration	(NetAF.Assets.Locations.Overworld)
Region	Region
public bool IsAtPosition(int x, int y, int z)	(NetAF.Assets.Locations.Region.html)

Room	(NetAF.Assets.Locations.Room.html)
RoomPosition	RoomPosition

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ NetAF.Conversations

(NetAF.Conversations.html)	Description
+ NetAF.Conversations	True if this is at the position, else false.

Instructions	
(NetAF.Conversations.Instruct)	

+ NetAF.Extensions	
(NetAF.Extensions.html)	

+ NetAF.Interpretation	
(NetAF.Interpretation.html)	

+ NetAF.Logic	
(NetAF.Logic.html)	

+ NetAF.Rendering	
(NetAF.Rendering.html)	

+ NetAF.Renderina.Frame	
-----------------------------------------	--

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(NetAF.Assets.Interaction.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- NetAF.Assets.Locations

ViewPoint

(NetAF.Assets.Locations.html)

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.Locations.Matrix.htm)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Overworld

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Assets.Locations.Overworld)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Region

Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Assembly: NetAF.dll

Syntax

RoomPosition

(NetAF.Assets.Locations.RoomPosition)
public sealed class ViewPoint : RoomPosition

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

(NetAF.Commands.html)

Properties

+ NetAF.Conversations

(NetAF.Conversations.html)

Any

+ NetAF.Conversations.

Get if there is a view in any direction.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public bool Any { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.html)

+ NetAF.Rendering

Any (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
(NetAF.Assets.Interaction.html) - bool (NetAF.Assets.Locations.html)	

(NetAF.Assets.Locations.html)

Direction

AnyVisited

Exit

Get if there is a view in any direction.

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

```
public bool AnyVisited { get; }
```

(NetAF.Assets.Locations.Overworld)

Region

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.htm	

bool

([RoomPosition](#).microsoft.com/dotnet/api/system.boolean)

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

this[Direction]

+ NetAF.Commands

Get the room that lies in a specified direction.

[\(NetAF.Commands.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public Room this[Direction direction] { get; }
```

+ NetAF.Conversations.

Instructions

Parameters

[\(NetAF.Conversations.Instruct](#)

Type

+ NetAF.Extensions

Direction ([NetAF.Assets.Locations.Direction.html](#))

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

Room ([NetAF.Assets.Locations.Room.html](#))

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Renderina.Frame

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
(NetAF.Assets.Interaction.html) - \ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	

Direction
(NetAF.Assets.Locations.Direction.

Methods

(NetAF.Assets.Locations.Exit.html)
Matrix
(NetAF.Assets.Locations.Matrix.htm

Overworld
Create a new ViewPoint.

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Locations.Region.htm

Room
public static ViewPoint Create(Region region)
(NetAF.Assets.Locations.Room.htm

RoomPosition

Parameters
(NetAF.Assets.Locations.RoomPos

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoin		

+ NetAF.Commands

(NetAF.Commands.html)

Returns

Type	Description
(NetAF.Commands.html)	The view point.

+ NetAF.Conversations

(NetAF.Conversations.html)

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Renderina.Frame

Namespace NetAF.Commands

Classes

Filter by title ▾

+ [NetAF.Assets.Attributes.html](#)

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ [NetAF.Assets.Characters](#)

([NetAF.Assets.Characters.html](#))

Interfaces

[NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

[NetAF.Assets.Locations](#)

([NetAF.Assets.Locations.html](#))

- [NetAF.Commands](#)

Delegates

([NetAF.Commands.html](#))

CustomCommand

CustomCommandCallback ([NetAF.Commands.CustomCommandCallback.html](#))

[CustomCommandCallback](#)

Provides a callback for custom commands.

([NetAF.Commands.CustomCommandCallback.html](#))

ICommand

([NetAF.Commands.ICommand.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

[Instructions](#)

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

[Builders](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**

I CustomCommand

([NetAFAssets.Characters.html](#))

Implements

+ **NetAFAssets.Interaction**

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))

+ **NetAFAssets.Locations**

([NetAFAssets.Locations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **NetAF.Commands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

CustomCommand

([NetAF.Commands.CustomCommand.html](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

CustomCommandCallback

([NetAFCommands.CustomCommandCallback.html](#))

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

ICommand

([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Commands.ICommand.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Syntax

+ **NetAF.Conversations.**

public class CustomCommand : ICommand, IPlayerVisible

Instructions

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

Constructors

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

([NetAF.Interpretation.html](#))

Provides a custom command.

+ **NetAF.Logic**

Delegation

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) NetAF.Assets.Attributes.html	<i>isPlayerVisible</i>	If this is visible to the player.
CustomCommandCallback + NetAF.Assets.Characters (NetAF.Commands.CustomCommandCallback.html) NetAF.Assets.Characters.html	<i>callback</i>	The callback to invoke when this command is invoked.

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Properties

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Arguments

- NetAF.Commands

Get or set the arguments.
[\(NetAF.Commands.html\)](#)

Declaration
CustomCommand

```
    (NetAF.Commands.CustomCommand)
    CustomCommandCallback
    public string[] Arguments { get; set; }
    (NetAF.Commands.CustomCommand)
```

ICustomCommand

Property Value

[\(NetAF.Commands.ICustomCommand.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

Help

[\(NetAF.Conversations.Instruct.html\)](#)

Get the help for this command.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

```
    public CommandHelp Help { get; }
```

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Rendering

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

IsPlayerVisible

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set if this is visible to the player.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

Description

Type	Description

Type	Description

```
public bool IsPlayerVisible { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Attributes.html)	

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

Methods

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Invoke(Game)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Invoke the command.

NetAF.Commands

[\(NetAF.Commands.html\)](#)

public Reaction Invoke(Game game)

CustomCommand

CustomCommandCallback

Parameters

[\(NetAF.Commands.CustomCommand.html\)](#)

Type

Command

Name

[\(NetAF.Commands.ICommand.html\)](#)

Description

game ([\(NetAF.Logic.Game.html\)](#)) The game to invoke the command on.

+ NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type

[+ NetAF.Conversations.](#)

Instructions

[\(NetAF.Assets.Interaction.Reaction.html\)](#)

Description

The reaction.

[\(NetAF.Conversations.Instruct\)](#)

Implements

[\(NetAF.Extensions.html\)](#)

ICommand ([\(NetAF.Commands.ICommand.html\)](#))

IPlayerVisible ([\(NetAF.Assets.IPlayerVisible.html\)](#))

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction CustomCommandCallback(Game game, string[] arguments)

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

T(NetAF.Assets.Locations.html)	Name	Description
- Game (NetAF.Commands.Game.html)	game	The game to invoke the command on.
string (NetAF.Commands.html) (https://clean-command.com/dotnet/api/system.string)	arguments	The arguments to invoke the command with.
CustomCommandCallback		

Returns

NetAF.Commands.CustomCommand

Type (NetAF.Commands.ICommand.html)	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

- NetAF.Commands

(NetAF.Commands.html)

Invoke(Game)

CustomCommand

Invoke the command.

CustomCommandCallback

Declaration

(NetAF.Commands.CustomCommand.cs)

ICommand

(NetAF.Commands.ICommand.cs)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Name

Description

Instruction (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

Reaction (NetAF.Assets.Interaction.Reaction.html)

The reaction.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Characters.html)

Represents a conversation.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Assets.Items

(NetAF.Assets.Items.html)

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.html)

Represents a paragraph in a conversation.

- NetAF.Conversations

Response (NetAF.Conversations.Response.html)

Provides a response to a conversation.

(NetAF.Conversations.Conversation.h

ConversationActionCallback

(NetAF.Conversations.Conversation.h

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Enumeration of participants in a conversation.

(NetAF.Conversations.Paragraph.h)

Participant

Delegates

NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

Instructions

Provides a callback that can be used in conversations invoking actions.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Class Conversation

Represents a conversation.

Filter by title

Inheritance

[\(NetAF.Assets.Characters.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Conversation

[\(NetAF.Assets.Interaction.html\)](#)

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Assets.Locations.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Commands.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

Constructors

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

Conversation(params Paragraph[])

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Parameters

[\(NetAF.Interpretation.html\)](#)

Type

+ **NetAF.Logic**

Paragraph (NetAF.Conversations.Paragraph.html)[]

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Properties

+ **NetAF.Rendering.Frame**

Builders

Name	Description
paragraphs	The paragraphs.

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

(NetAF.Assets.Characters.htm)

Property Value

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Log

(NetAF.Commands.html)

Get the log.

- NetAF.Conversations

Declaration

(NetAF.Conversations.html)

Conversation

```
public LogItem[] Log { get; }
```

(NetAF.Conversations.Conversatio

ConversationActionCallback

Property Value

(NetAF.Conversations.Conversatio

Type

(NetAF.Conversations.LogItem.htm

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Get the current paragraph in the conversation.

NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public string Instructions { get; }
```

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

(NetAF.(NetAF.Interpretations)Paragraph.html)[]

+ NetAF.Logic

(NetAF.Logic.html)

Methods

Rendering

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

Type	Name	Description
(NetAF.Assets.Characters.html) Game (NetAF.Logic.Game.html) (NetAF.Assets.Interaction.html)	game	The game.

Returns

+ NetAF.Assets.Locations

Type	Description
(NetAF.Assets.Locations.html) (NetAF.Commands.html)	The reaction to the line.

- NetAF.Conversations

Respond(Response, Game)

Conversation

Declaration

```
public Reaction Respond(Response response, Game game)  
LogItem  
(NetAF.Conversations.LogItem.html)
```

Parameters

Type	Name	Description
Participant	response	The response.
Response (NetAF.Conversations.Response.html)	response	The response.
Game (NetAF.Logic.Game.html)	game	The game.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
(NetAF.Conversations.Instruct)	The reaction to the response.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

* **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

public delegate void ConversationActionCallback(Game game)
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Parameters

(NetAF.Commands.html)

Type

- **NetAF.Conversations**

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

	Name	Description
	game	The game to invoke the callback on.

Conversation
(NetAF.Conversations.Conversation.html)
ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
LogItem
(NetAF.Conversations.LogItem.html)
Paragraph
(NetAF.Conversations.Paragraph.html)
Participant
(NetAF.Conversations.Participant.html)
Response
(NetAF.Conversations.Response.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ [NetAF.Assets.Interaction](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ [NetAF.Assets.Locations](#)

([NetAF.Assets.Locations.html](#)) object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ [NetAF.Commands](#)

([NetAF.Commands.html](#)) object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

([NetAF.Conversations.html](#)) object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: [NetAF](#) ([NetAF.Conversations](#) ([NetAF.Conversations.html](#)))

Assembly: [NetAF.dll](#)

([NetAF.Conversations.ConversationActionCallback.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))
public sealed class LogItem

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

+ [LogItem\(Participant, string\)](#)

Instructions

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

Parameters

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

([NetAF.Logic.html](#)) [Participants.Participant.html](#))

Name

Description

participant

The participant.

line

The line.

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Properties

Line

Get the line.



Declaration

```
+ public string Line { get; }
```

(NetAF.Assets.Interaction.html)

Properties

NetAF.Assets.Locations

Type	Description
(NetAF.Assets.Locations.html)	

```
+ System.String Location { get; }
```

(NetAF.Commands.html)

- NetAF.Conversations

Participant

(NetAF.Conversations.html)

Get the participant.

(NetAF.Conversations.ConversationActionCallback)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

```
public Participant Participant { get; }
```

(NetAF.Conversations.LogItem.html)

Property Value

(NetAF.Conversations.Paragraph.html)

Type	Description
(NetAF.Conversations.Participant.html)	

Participant (NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

↳ **NetAF.Assets.Interaction** (https://learn.microsoft.com/dotnet/api/system.object)

↳ Paragraph
(NetAF.Assets.Interaction.html)

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (https://learn.microsoft.com/NetAF.Conversations.html)

ConversationActionCallback

Assembly: NetAF.dll (NetAF.Conversations.ConversationActionCallback)

Syntax

LogItem

(NetAF.Conversations.LogItem.html)
public sealed class Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Constructors

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

Instructions

(NetAF.Conversations.Instruction.html)

Represents a paragraph in a Conversation.

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters

(NetAF.Logic.html)

Type

Name

Description

+ **NetAF.Rendering**

string

line

Specify the line.

(NetAF.Rendering.html)

(https://learn.microsoft.com/dotnet/api/system.string)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Assets.Interaction string (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string)	name	Specify the name of the paragraph.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

+ **NetAF.Commands**
Paragraph(string, ConversationActionCallback, string)
[\(NetAF.Commands.html\)](#)

Initializes a new instance of the Paragraph class.

- **NetAF.Conversations**

Declaration
[\(NetAF.Conversations.html\)](#)

```
Conversation
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

Parameters
LineItem
Type
[\(NetAF.Conversations.LogItem.html\)](#)

Type	Name	Description
Paragraph string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Paragraph.html)	line	Specify the line.
ConversationActionCallback Participant (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Participant.html)	action	Specify any action to be carried out with this line.
Response string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Response.html)	name	Specify the name of the paragraph.

+ **NetAF.Conversations.**

Instructions
Paragraph(string, IEndOfParagraphInstruction, string)
[\(NetAF.Conversations.Instruct.html\)](#)

Initializes a new instance of the Paragraph class.

+ **NetAF.Extensions**

Declaration
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
string line, IEndOfParagraphInstruction instruction, string name = ""
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

Parameters
[\(NetAF.Logic.html\)](#)

Type	Name	Description
+ NetAF.Rendering string (NetAF.Rendering.html) (https://learn.microsoft.com/dotnet/api/system.string)	line	Specify the line.
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder.html)		

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Paragraph(string, string)

(NetAF.Assets.Locations.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

- public Paragraph(string line, string name = "")

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Conversation

Type	Name	Description
ConversationActionCallback string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
LogItem string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Action

+ NetAF.Conversations.

Get or set any action to carry out on this line.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

public ConversationActionCallback Action { get; set; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property value

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

ConversationActionCallback ([NetAF.Conversations.ConversationActionCallback.html](https://learn.microsoft.com/dotnet/api/NetAF.Conversations.ConversationActionCallback.html))

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Responder

Get if a response is possible.

Builders

Declaration

(NetAF.Rendering.FrameBuild

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html) Instruction

+ NetAF.Assets.Locations

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Property Value

Conversation

Type	Description
(NetAF.Conversations.ConversationActionCallback) IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	

LogItem

(NetAF.Conversations.LogItem.html)

Line

(NetAF.Conversations.Paragraph.html)

Get Participant.

(NetAF.Conversations.Participant.html)

Declaration

Response

(NetAF.Conversations.Response.html)

```
public string Line { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruction.html)

Type

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Name

+ NetAF.Logic

Get the name.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public string Name { get; }
```

+ NetAF.Rendering.Frame

Builders

Property Value

(NetAF.Rendering.FrameBuilder.html)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

+ NetAF.Assets.Interaction

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Property Value

+ NetAF.Commands

Type

[\(NetAF.Commands.html\)](#)

Description

- NetAF.Conversations ([\(NetAF.Conversations.Response.html\)](#))

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

([NetAF.Assets.Locations.html](#))

Syntax

+ **NetAF.Commands**

([NetAF.Commands.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

Name	Description
ConversationActionCallback	(NetAF.Conversations.ConversationActionCallback.html)
OtherLogItem	Any other participant.
Player	(NetAF.Conversations.LogItem.html)
Paragraph	(NetAF.Conversations.Paragraph.html)
Participant	(NetAF.Conversations.Participant.html)
Response	(NetAF.Conversations.Response.html)

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

↳ [NetAF.Assets.Interaction](#) ([NetAF.Assets.Interaction.html](#))

+ [Response](#) ([NetAF.Assets.Interaction.html](#))

Inherited Members

+ [NetAF.Assets.Locations](#) ([NetAF.Assets.Locations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: [NetAF](#) ([NetAF.Conversations](#) ([NetAF.Conversations.html](#)))

ConversationActionCallback

Assembly: [NetAF.dll](#) ([NetAF.Conversations.ConversationActionCallback.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))
public sealed class Response

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Constructors

Response(string)

↳ [NetAF.Conversations.Response](#).

Instructions

Initializes a new instance of the Response class.

↳ [NetAF.Conversations.Instruction](#)

Declaration

+ [NetAF.Extensions](#) ([NetAF.Extensions.html](#))

↳ [NetAF.Extensions](#).line

+ [NetAF.Interpretation](#)

Parameters

↳ [NetAF.Interpretation.html](#)

+ [NetAF.Logic](#)

↳ [NetAF.Logic.html](#)

string line ([https://learn.microsoft.com/dotnet/api/system.string](#)) | line | The line to trigger this response.

+ [NetAF.Rendering](#)

↳ [NetAF.Rendering.html](#)

Response(string, IEndOfParagraphInstruction)

+ [NetAF.Rendering.Frame](#)

Provides a response to a conversation.

Builders

↳ [NetAF.Rendering.FrameBuilder](#)

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string	line	The line to trigger this response.
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.net.af.assets.interaction.html)		

Type	instruction	Description
+ NetAF.Assets.Location (NetAF.Assets.Location.html)		Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands

(NetAF.Commands.html)

- NetAF.Conversations

Properties

(NetAF.Conversations.html)

Conversation

Instruction
(NetAF.Conversations.Conversation.html)

ConversationActionCallback

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

LogItem
(NetAF.Conversations.LogItem.html)

Declaration

Paragraph

Participant
(NetAF.Conversations.Paragraph.html)

Participant
(NetAF.Conversations.Participant.html)

Properties

Type
(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the line.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

Line { get; }

(NetAF.Logic.html)

Properties

NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Type	Description
+ NetAF.Rendering.Frame (https://learn.microsoft.com/dotnet/api/system.string)	

▼

+ **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

- **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

 Conversation
[\(NetAF.Conversations.Conversation.html\)](#)
 ConversationActionCallback
[\(NetAF.Conversations.ConversationActionCallback.html\)](#)
 LogItem
[\(NetAF.Conversations.LogItem.html\)](#)
 Paragraph
[\(NetAF.Conversations.Paragraph.html\)](#)
 Participant
[\(NetAF.Conversations.Participant.html\)](#)
 Response
[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

[IEndOfParagraphInstruction](#)

+ [NetAF.Assets.Interaction](#)

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end of paragraph instruction that shifts paragraphs based on a callback.

+ [NetAF.Assets.Locations](#)

([NetAF.Assets.Locations.html](#))

[First \(NetAF.Conversations.Instructions.First.html\)](#)

+ [NetAF.Commands](#)

An end of paragraph instruction that shifts paragraphs to the start.

([NetAF.Commands.html](#))

+ [NetAF.Conversations](#)

[GoTo \(NetAF.Conversations.Instructions.GoTo.html\)](#)

An end of paragraph instruction that shifts paragraphs based on an absolute index.

- [NetAF.Conversations](#).

Instructions

[Jump \(NetAF.Conversations.Instructions.Jump.html\)](#)

An end of paragraph instruction that shifts paragraphs based on a delta.

ByCallback

([NetAF.Conversations.Instructions.html](#))

First

[Last \(NetAF.Conversations.Instructions.Last.html\)](#)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs to the end.

Last

[Next \(NetAF.Conversations.Instructions.Next.html\)](#)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Jump

([NetAF.Conversations.Instructions.html](#))

Last

[Previous \(NetAF.Conversations.Instructions.Previous.html\)](#)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Next

([NetAF.Conversations.Instructions.html](#))

Previous

[Repeat \(NetAF.Conversations.Instructions.Repeat.html\)](#)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that repeats.

Repeat

([NetAF.Conversations.Instructions.html](#))

ToName

[ToName \(NetAF.Conversations.Instructions.ToName.html\)](#)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a name.

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [Characteristics](#)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

[\(NetAF.Assets.interaction.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Locations](#)

↳ ByCallback

[\(NetAF.Assets.Locations.html\)](#)

Implements

+ [NetAF.Commands](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

[\(NetAF.Commands.html\)](#)

Inherited Members

+ [NetAF.Conversations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Conversations.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- [NetAF.Conversations](#).

equals(system-object-system-object))

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[\(NetAF.Conversations.Instruct](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

GoTo

Syntax

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

public sealed class ByCallback : IEndOfParagraphInstruction

[\(NetAF.Conversations.Instruct](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[Constructors](#)

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

An end of paragraph instruction that shifts paragraphs based on a callback.

Repeat

Declaration

[\(NetAF.Conversations.Instructions.](#)

ToName

public ByCallback(Func<IEndOfParagraphInstruction> callback)

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ [NetAF.Interpretation](#)

Func<[\(NetAF.Interpretation.html\)](#)>

IEndOfParagraphInstruction

+ [NetAF.Logic](#)

>[\(NetAF.Logic.html\)](#)

Type	Name	Description
Func< (NetAF.Interpretation.html) >	callback	The callback that decides the instruction to use.

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)

Property Value
+ **NetAF.Commands**

Type
(NetAF.Commands.html)

Description

Func<<https://learn.microsoft.com/dotnet/api/system.func-1>> Callback { get; }

+ **NetAF.Conversations**

IEndOfParagraphInstruction ([NetAF Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

Methods

[NetAF.Conversations.Instruct](#)

ByCallback

[NetAF.Conversations.Instructions](#)
First

Get the index of the next paragraph.

GoTo

Declaration
[NetAF.Conversations.Instructions](#).

IEndOfParagraphInstruction

p([NetAF.Conversations.Instruction](#) current, Paragraph[] paragraphs)

Jump

[NetAF.Conversations.Instructions](#).
Parameters

Last

Type	Name	Description
NetAF.Conversations.Instructions . Next	current	The current paragraph.
NetAF.Conversations.Paragraph.html	paragraphs	The collection of paragraphs.

Repeat

Returns
[NetAF.Conversations.Instructions](#).

Type
toName

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Implements

+ **NetAF.Interpretation**

IEndOfParagraphInstruction ([NetAF Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

▼

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)

First

+ NetAF.Commands

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instruct](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

([NetAF.Conversations.Instruct](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instruct](#)

public sealed class First : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instruct](#)

Last

([NetAF.Conversations.Instruct](#)

Next

Methods

([NetAF.Conversations.Instruct](#)

Previous

GetIndexOfNext(Paragraph, Paragraph[])

Repeat

Get the index of next paragraph.

ToName

Declaration

([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

ENDOFAssetLocations
[\(NetAF.Assets.Locations.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GoTo

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ (NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [NetAF.dll](#)

Syntax

IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class GoTo : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

Constructors

Next

 (NetAF.Conversations.Instructions.

 Previous

GoTo(int) ([NetAF.Conversations.Instructions.](#)

 Repeat

An end of paragraph instruction that shifts paragraphs based on an absolute index.

 (NetAF.Conversations.Instructions.)

Declaration

 ToString

 (NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

Name

Description

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Properties

Index

Get the index.



Declaration

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Conversations

(NetAFConversations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

- NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Methods

ByCallback

(NetAF.Conversations.Instructions.

End

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

(NetAF.Conversations.Instructions.

Type

Next

Name

Description

(NetAF.Conversations.Instructions.Paragraph.html)

current

The current paragraph.

Previous

Paragraph (NetAFConversations.Paragraph.html[])

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

+ NetAF.Extensions

(NetAFExtensions.html)

Implements

+ NetAF.Interpretation

(NetAFInterpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Logic

(NetAFLogic.html)

+ NetAF.Rendering

(NetAFRendering.html)

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[**\(NetAF.Conversations.Instruct**](#)
 - ByCallback
 - [\(NetAF.Conversations.Instructions.](#)
 - First
 - [\(NetAF.Conversations.Instructions.](#)
 - GoTo
 - [\(NetAF.Conversations.Instructions.](#)
 - IEndOfParagraphInstruction
 - [\(NetAF.Conversations.Instructions.](#)
 - Jump
 - [\(NetAF.Conversations.Instructions.](#)
 - Last
 - [\(NetAF.Conversations.Instructions.](#)
 - Next
 - [\(NetAF.Conversations.Instructions.](#)
 - Previous
 - [\(NetAF.Conversations.Instructions.](#)
 - Repeat
 - [\(NetAF.Conversations.Instructions.](#)
 - ToName
 - [\(NetAF.Conversations.Instructions.](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

([NetAF.Assets.Locations.html](#))

Syntax

+ **NetAF.Commands**

([NetAFCommands.html](#))

 public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

 NetAF.Conversations.

 Instructions

 ([NetAF.Conversations.Instruct](#)

GetIndexOfNext(Paragraph, Paragraph[])

 By callback

 ([NetAF.Conversations.Instructions.](#)

 Get the index of the next paragraph.

 First

 Declaration

 GoTo

 ([NetAF.Conversations.Instructions.](#)

 int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

 IEndOfParagraphInstruction

 ([NetAF.Conversations.Instructions.](#)

Parameters

 Jump

Type	Name	Description
NetAF.Conversations.Instructions.		
Last Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.

 Next

 Paragraph (NetAF.Conversations.Paragraph.html)[]

 ([NetAF.Conversations.Instructions.](#)

 Previous Returns

 ([NetAF.Conversations.Instructions.](#)

 Type Repeat

 ([NetAF.Conversations.Instructions.](#)

 int (<https://learn.microsoft.com/dotnet/api/system.int32>) ToName

 ([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Jump

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [\(NetAF.dll\)](#)

Assembly: [\(NetAF.dll\)](#)

Syntax: IEndOfParagraphInstruction

↳ [\(NetAF.Conversations.Instructions\)](#)

Jump

public sealed class Jump : IEndOfParagraphInstruction

↳ [\(NetAF.Conversations.Instructions\)](#)

Last

↳ [\(NetAF.Conversations.Instructions\)](#)

Constructors

Next

↳ [\(NetAF.Conversations.Instructions\)](#)

Previous

[Jump\(int\)](#)

↳ [\(NetAF.Conversations.Instructions\)](#)

Repeat

An end of paragraph instruction that shifts paragraphs based on a delta.

↳ [\(NetAF.Conversations.Instructions\)](#)

Declaration

↳ [\(NetAF.Conversations.Instructions\)](#)

public Jump(int delta)

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

Type: [\(NetAF.Interpretation.html\)](#)

Name

Description

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

delta

The delta to shift paragraphs by.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Properties

Delta

Get the delta.



Declaration

+ NetAF.Assets.Locations

([NetAFAssets.Locations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands

([NetAFCommands.html](#))

+ NetAF.Conversations

([NetAFConversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- NetAF.Conversations.

Instructions

([NetAFConversations.Instruct](#)

Methods

ByCallback

([NetAF.Conversations.Instructions.](#)

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Conversations.Instructions.](#)

Get the index of the next paragraph.

[Go To](#)

([NetAF.Conversations.Instructions.](#)

Declaration

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

[Jump](#)

([NetAF.Conversations.Instructions.](#)

Parameters

([NetAF.Conversations.Instructions.](#)

Type

Next

Name

Description

([NetAF.Conversations.Instructions.](#)

current

The current paragraph.

Paragraph ([NetAF.Conversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

([NetAF.Conversations.Instructions.](#)

Repeat

Returns

([NetAF.Conversations.Instructions.](#)

Type

ToName

([NetAF.Conversations.Instructions.](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

([NetAFExtensions.html](#))

Implements

+ NetAF.Interpretation

([NetAFInterpretation.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Logic

([NetAFLLogic.html](#))

+ NetAF.Rendering

([NetAFRendering.html](#))

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[**\(NetAF.Conversations.Instruct**](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.
 - First
 - (NetAF.Conversations.Instructions.
 - GoTo
 - (NetAF.Conversations.Instructions.
 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.
 - Jump
 - (NetAF.Conversations.Instructions.
 - Last
 - (NetAF.Conversations.Instructions.
 - Next
 - (NetAF.Conversations.Instructions.
 - Previous
 - (NetAF.Conversations.Instructions.
 - Repeat
 - (NetAF.Conversations.Instructions.
 - ToName
 - (NetAF.Conversations.Instructions.
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

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[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Next

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ (NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Jump:

public sealed class Next : IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions)

Last

↳ (NetAF.Conversations.Instructions)

Next

Methods

↳ (NetAF.Conversations.Instructions)

Previous

↳ (NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

↳ (NetAF.Conversations.Instructions)

Get the index of the next paragraph.

↳ ToName

↳ (NetAF.Conversations.Instructions)

Declaration:

+ NetAF.Extensions

↳ public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

↳ Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

↳ Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

(NetAF.Rendering.html)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
[IEndOfParagraphInstruction \(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
[\(NetAF.Conversations.Instructions.](#)
First
[\(NetAF.Conversations.Instructions.](#)
GoTo
[\(NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
[\(NetAF.Conversations.Instructions.](#)
Jump
[\(NetAF.Conversations.Instructions.](#)
Last
[\(NetAF.Conversations.Instructions.](#)
Next
[\(NetAF.Conversations.Instructions.](#)
Previous
[\(NetAF.Conversations.Instructions.](#)
Repeat
[\(NetAF.Conversations.Instructions.](#)
ToName
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Previous

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ (NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump
 public sealed class Previous : IEndOfParagraphInstruction
 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

 Next

Methods

 (NetAF.Conversations.Instructions.

 Previous

 (NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

 (NetAF.Conversations.Instructions.

Get the index of the next paragraph.

 ToName

 (NetAF.Conversations.Instructions.

Declaration:

+ NetAF.Extensions

 public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

 Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

 Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

 (NetAF.Rendering.html)

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
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First
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(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Repeat

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ (NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [NetAF.dll](#)

Syntax: IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class Repeat : IEndOfParagraphInstruction
 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

 Next

Methods

 (NetAF.Conversations.Instructions.

 Previous

 (NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

 (NetAF.Conversations.Instructions.

Get the index of the next paragraph.

 ToName

 (NetAF.Conversations.Instructions.

Declaration:

+ NetAF.Extensions

 public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

 Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

 Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**
Instructions
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ByCallback
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(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
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(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ToName

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: [NetAF.dll](#)

Assembly: [NetAF.dll](#)

Syntax

IEndOfParagraphInstruction

↳ [\(NetAF.Conversations.Instructions\)](#)

Jump

public sealed class ToName : IEndOfParagraphInstruction

↳ [\(NetAF.Conversations.Instructions\)](#)

Last

↳ [\(NetAF.Conversations.Instructions\)](#)

Constructors

Next

↳ [\(NetAF.Conversations.Instructions\)](#)

Previous

ToName(string)

↳ [\(NetAF.Conversations.Instructions\)](#)

Repeat

An end of paragraph instruction that shifts paragraphs based on a name.

↳ [\(NetAF.Conversations.Instructions\)](#)

Declaration

↳ [\(NetAF.Conversations.Instructions\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

Type: [\(NetAF.Interpretation.html\)](#)

Name	Description
name	The name of the paragraph to jump to.

String ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name	Description
name	The name of the paragraph to jump to.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

public string Name { get; }

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Conversations

(NetAFConversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Methods

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

(NetAF.Conversations.Instructions.

Type

Next

Name

Description

(NetAF.Conversations.Instructions.

Paragraph (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)

current

The current paragraph.

Previous

Paragraph (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

ToName

Description

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAFExtensions.html)

Implements

+ NetAF.Interpretation

(NetAFInterpretation.html)

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/system.reflection.typeinfo>)

+ NetAF.Logic

(NetAFLLogic.html)

+ NetAF.Rendering

(NetAFRendering.html)

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
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 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.
 - Jump
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 - (NetAF.Conversations.Instructions.
 - Next
 - (NetAF.Conversations.Instructions.
 - Previous
 - (NetAF.Conversations.Instructions.
 - Repeat
 - (NetAF.Conversations.Instructions.
 - ToName
 - (NetAF.Conversations.Instructions.
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

[DirectionExtensions \(NetAF.Extensions.DirectionExtensions.html\)](#)

Provides extension methods for Directions.

+ [NetAF.Assets.Locations](#)

[StringBuilderExtensions \(NetAF.Extensions.StringBuilderExtensions.html\)](#)

Provides extension methods for StringBuilder.

+ [NetAF.Commands](#)

(NetAF.Commands.html)

[StringExtensions \(NetAF.Extensions.StringExtensions.html\)](#)

+ [NetAF.Conversations](#)

Provides extension methods for strings.

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

- [NetAF.Extensions](#)

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringBuilderExtensions

 (NetAF.Extensions.StringBuilderEx

 StringExtensions

 (NetAF.Extensions.StringExtension

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuild

+ [NetAF.Rendering.Frame](#)

Builders.Color

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [DirectionExtensions](#)

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-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.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

* **NetAF.Conversations.**

Instructions

Syntax
+ **NetAF.Conversations.Instruct**

public static class DirectionExtensions

- **NetAF.Extensions**

([NetAF.Extensions.html](#))

DirectionExtensions

([NetAF.Extensions.DirectionExtens](#)

StringBuilderExtensions

([NetAF.Extensions.StringBuilderEx](#)

StringExtensions

([NetAF.Extensions.StringExtension](#)

Methods

Inverse(Direction)

([NetAF.Extensions.StringExtension](#))

* **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

public static Direction Inverse(this Direction value)

([NetAF.Logic.html](#))

Parameters

([NetAF.Rendering.html](#))

Type

+ **NetAF.Rendering.Frame**

Direction ([NetAF.Assets.Locations.Direction.html](#))

Builders

([NetAF.Rendering.FrameBuilder](#))

Returns

+ **NetAF.Rendering.Frame**

Builders.Color

Builders.Size

Builders.TextAlignment

Builders.TextColor

Builders.TextSize

Builders.TextType

Builders.TextVerticalAlign

Builders.TextWeight

Builders.Underline

Builders.VerticalAlign

Builders.Width

Builders.X

Builders.Y

Builders.ZIndex

Builders.ZOffset

Builders.ZOrder

Builders.ZType

Builders.ZValue

Builders.ZWidth

Builders.ZX

Builders.ZY

Builders.ZWidthX

Builders.ZWidthY

Builders.ZWidthZ

Builders.ZWidthZX

Builders.ZWidthZY

Builders.ZWidthZZ

Builders.ZWidthZZX

Builders.ZWidthZYY

Builders.ZWidthZZX

Builders.ZWidthZZY

Builders.ZWidthZZZ

Builders.ZWidthZZZX

Builders.ZWidthZZYY

Builders.ZWidthZZZX

Builders.ZWidthZZYY

Builders.ZWidthZZZZ

Builders.ZWidthZZZX

Builders.ZWidthZZYY

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

(NetAF.Assets.Attributes.html)

- + NetAF.Assets.Characters
(NetAF.Assets.Characters.html)
- + NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)
- + NetAF.Assets.Locations
(NetAF.Assets.Locations.html)
- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
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- NetAF.Extensions
(NetAF.Extensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtens
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderEx
 - StringExtensions
(NetAF.Extensions.StringExtension
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
Builders.Color

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ `StringBuilderExtensions`
[\(NetAF.Assets.Characters.html\)](#)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.html\)](#)

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

* **NetAF.Conversations.**

Instructions

Syntax
+ **NetAF.Conversations.Instruct**

public static class `StringBuilderExtensions`
- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

EnsureFinishedSentence(StringBuilder)

(NetAF.Extensions.StringExtension

+ **NetAF.Interpretation**

Ensures string is a finished sentence, ending in either ?, ! or .

[\(NetAF.Interpretation.html\)](#)

Declaration
+ **NetAF.Logic**

public static void EnsureFinishedSentence(this `StringBuilder` value)

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Parameters

[\(NetAF.Rendering.html\)](#)

Type

+ **NetAF.Rendering.Frame**

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type	Name	Description
<code>StringBuilder</code> (https://learn.microsoft.com/dotnet/api/system.text.stringbuilder)	<code>value</code>	The string to finish.

▼

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

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StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ StringExtensions
(NetAF.Assets.Characters.html)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Assets.Location**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Location.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Commands**

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

* **NetAF.Conversations.**

Instructions

Syntax

(NetAF.Conversations.Instruct

- **NetAF.Extensions**

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

CaseInsensitiveContains(string, string)

(NetAF.Extensions.StringExtension

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

(NetAF.Interpretation

Declaration

+ **NetAF.Logic**

public static bool CaseInsensitiveContains(this string value, string subString)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

+ **NetAF.Rendering.Frame**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
value	The value.
subString	The string to seek.

+ **NetAF.Rendering.Frame**

Returns

Builders.Color

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

▼

[EnsureFinishedSentence\(String\)](#)

+ [NetAF.Assets.Characters](#)

Ensure this string is a finished sentence, ending in either ?, ! or .
[\(NetAF.Assets.Characters.html\)](#)

Declaration

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

```
public static string EnsureFinishedSentence(this string value)
```

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [Type](#) [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

+ [NetAF.Conversations](#)

Returns

[\(NetAF.Conversations.html\)](#)

+ Type

+ [NetAF.Conversations.](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The finished string.

[\(NetAF.Conversations.Instruct\)](#)

- [NetAF.Extensions](#)

[EqualsExaminable\(string, IExaminable\)](#)

[\(NetAF.Extensions.html\)](#)

Determine if this string equals an IExaminable.

[DirectionExtensions](#)

Declaration

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderEx\)](#)

public static bool EqualsExaminable(this string value, IExaminable examinable)

[StringExtensions](#)

[\(NetAF.Extensions.StringExtension\)](#)

Parameters

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Name

Description

+ [Type](#) [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

IExaminable ([NetAF.Assets.IExaminable.html](#))

value

The value.

examinable

The examinable.

+ [NetAF.Rendering](#)

Returns

[\(NetAF.Rendering.html\)](#)

+ Type

+ [NetAF.Rendering.Frame](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

[\(NetAF.Rendering.FrameBuilder\)](#)

+ [NetAF.Rendering.Frame](#)

[EqualsIdentifier\(string, Identifier\)](#)

[Builders.Color](#)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```



Parameters

(NetAF.Assets.Attributes.html)	Type	Name	Description
+ NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html)	<i>value</i>		The value.
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>		The identifier.

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

Returns

+ NetAF.Assets.Locations	Type	Description
(NetAF.Assets.Locations.html)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Get an objectifier for a word.

+ **NetAF.Conversations.**

Declaration

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

- **NetAF.Extensions**

Parameters

[\(NetAF.Extensions.html\)](#)

TypeDirectionExtensions

Type	Description
StringExtensions	

(NetAF.Extensions.DirectionExtensions)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
StringBuilderExtensions

ReturnsStringExtensions

Type	Description
NetAF.Extensions.StringExtension	

+ **NetAF.Interpretation**

Type	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders.Color.html](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

IsVowel(string)

+ NetAF.Assets.Interaction

Get if a character is a vowel.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public static bool IsVowel(this string value)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value to check.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Type

Description

- NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the character is a vowel.

[\(NetAF.Extensions.html\)](#)

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions

StringExtensions ([\(NetAF.Extensions.StringExtensions.html\)](#))

StringExtensions

Declaration

[\(NetAF.Extensions.StringExtension.html\)](#)

+ NetAF.Interpretation

public static int LineCount(this string value)

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type

Name

Description

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ NetAF.Rendering.Frame

Builders.Color

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

(NetAF.Assets.Attributes.html)

Parameters

+ NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string to ensure isn't finished finish.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The unfinished string.

+ NetAF.Commands

(NetAF.Commands.html)

ToDescription(string)

(NetAF.Conversations.html)

Returns this string as a Description.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruction)

```
public static Description ToDescription(this string value)
```

- NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

(NetAF.Extensions.StringBuilderExtensions)

Return

StringExtensions

Type

(NetAF.Extensions.StringExtension)

+ NetAF.Interpretation

Description (NetAF.Assets.Description.html)

(NetAF.Interpretation.html)

Description

This string as a description.

+ NetAF.Logic

ToIdentifier(string)

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

(NetAF.Rendering.FrameBuilder)

Parameters

+ NetAF.Rendering.Frame

Builders.Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

ToSentenceCase(string)

+ NetAF.Assets.Interaction

Convert a string to sentence case.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public static string ToSentenceCase(this string value)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Type

Name

Description

- NetAF.Extensions

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Extensions.html\)](#)

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

Declaration

[\(NetAF.Extensions.StringExtension.html\)](#)

+ NetAF.Interpretation

public static string ToSpeech(this string value)

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type

Name

Description

+ NetAF.Rendering

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The value in sentence case.

+ NetAF.Rendering.Frame

Builders.Color

▼

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

StringExtensions

(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Namespace NetAF.Interpretation

Classes

Filter by title ▾

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Assets.Characters.html)

Provides help for a command.

+ NetAF.Assets.Interaction

CustomCommandInterpreter (NetAF.Assets.Interaction.html)

(NetAF.Interpretation.CustomCommandInterpreter.html)

+ NetAF.Assets.Locations

Provides an object that can be used for interpreting custom commands.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.html)

Represents the result of an interpretation.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct)

Represents any object that can act as an interpreter for input.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Characters.html\)](#)
↳ CommandHelp

+ NetAF.Assets.Interaction

Implements

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp
[\(NetAF.Interpretation.CommandHelp.html\)](#)

+ NetAF.Assets.Locations

Inherited Members

[\(NetAF.Assets.Locations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

[\(NetAF.Commands.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Conversations.Instruct.html\)](#)

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

public sealed class CommandHelp : IEquatable<CommandHelp>

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHelp.html\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCommandInterpreter.html\)](#)

Constructors

[CommandHelp\(string, string\)](#)

[\(NetAF.Interpretation.IInterpreter.html\)](#)

Provides help for a command.

[\(NetAF.Interpretation.Interpreter.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)(string command, string description)

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

Type

[+ NetAF.Rendering.Frame](#)

Builders

[string \(<https://learn.microsoft.com/dotnet/api/system.string>\)](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

description

The help.

+ NetAF.Rendering.Frame

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public string Command { get; }
```

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Description

+ NetAF.Conversations

Get the description of the command.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public string Description { get; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

- NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

Methods

Equals(CommandHelp)

InterpretationResult

Indicates whether the current interpretation is equal to another object of the same type.

NetAF.Logic

(NetAF.Logic.html)

```
public bool Equals(CommandHelp other)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	other	An object to compare with this object.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

Implements

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)
IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommandInterpreter

+ NetAF.Assets.Interaction

Implements

IInterpreter (<https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.IInterpreter>.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Commands

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Conversations

(NetAF.Conversations.html)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instruct.html)

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax
(NetAF.Extensions.html)

- NetAF.Interpretation

public class CustomCommandInterpreter : IInterpreter

(NetAF.Interpretation.html)

CommandHelp

[\(NetAF.Interpretation.CommandHe...\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr...\)](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht...\)](#)

Properties

SupportedCommands

InterpretationResult

Get an array of all supported commands.

+ NetAF.Logic

Declaration
(NetAF.Logic.html)

public CommandHelp[] SupportedCommands { get; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type
Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Assets.Characters

`public static CommandHelp[] GetContextualCommandHelp(Game game)`

+ NetAF.Assets.Interaction

Parameters

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

Game (NetAF.Logic.Game.html)

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

Returns

[\(NetAF.Commands.html\)](#)

Type

+ NetAF.Conversations

CommandHelp (NetAF.Interpretation.CommandHelp.html)[]

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Interpret(string, Game)

[\(NetAF.Conversations.Instruct.html\)](#)

Interpret a string.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

`public static InterpretationResult Interpret(string input, Game game)`

[\(NetAF.Interpretation.html\)](#)

Parameters

CustomCommandInterpreter (NetAF.Interpretation.CommandHelp.html)

Type CustomCommandInterpreter

string (NetAF.Interpretation.CommandHelp.html)

[\(NetAF.Interpretation.CommandHelp.html\)](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Interpretation.Game.html\)](#)

InterpretationResult

Returns Interpretation (NetAF.Interpretation.Interpretation)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Name

Description

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - CommandHelp
[\(NetAF.Interpretation.CommandHe](#)
 - CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
 - IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

+ **NetAF.Assets.Characters**

Assembly: NetAF.dll

([NetAF.Assets.Characters.htm](#))
Syntax

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.htm](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.htm](#))

Properties

([NetAF.Commands.htm](#))

+ **NetAF.Conversations**

SupportedCommands

([NetAF.Conversations.htm](#))

Get an array of all supported commands.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct.htm](#))

CommandHelp[] SupportedCommands { get; }

+ **NetAF.Extensions**

([NetAF.Extensions.htm](#))

Property Value

- **Type**

([NetAF.Interpretation.htm](#))

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe.htm](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr.htm](#))

Interpreter

Methods

GetContextualCommandHelp(Game)

([NetAF.Interpretation.Interpretation.htm](#))

Get contextual command help for a game, based on its current state.

+ **NetAF.Logic**

([NetAF.Logic.htm](#))

+ **NetAF.Rendering**

CommandHelp[], GetContextualCommandHelp(Game game)

([NetAF.Rendering.htm](#))

+ **NetAF.Rendering.Frame**

Parameters

Builders

([NetAF.Rendering.FrameBuilder.htm](#))

Game ([NetAF.Logic.Game.htm](#))

+ **NetAF.Rendering.Frame**

Type	Name	Description
Game (NetAF.Logic.Game.htm)	game	The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	The contextual help.

▼ Interpret(string, Game)

+ NetAF.Assets.Characters

Interpret a string.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Interpret(string input, Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

game

The game.

Returns

+ NetAF.Conversations.

Type Instructions

Description

(NetAF.Conversations.Instruct

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

The result of the interpretation.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

↳ InterpretationResult

+ NetAF.Assets.Interaction

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.html](#))

+ NetAF.Conversations

NameSpace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax: [NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public class InterpretationResult
([NetAF.Extensions.html](#))

- NetAF.Interpretation

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe](#)

InterpretationResult(bool, ICommand)

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#)

Represents the result of an interpretation.

IInterpreter

Declaration: [NetAF.Interpretation.IInterpreter.h](#)

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

bool

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Rendering.FrameBuilders

([NetAF.Rendering.FrameBuilder.html](#))

Name

Description

wasInterpretedSuccessfully

If interpretation was successful.

command

The command.

+ NetAF.Rendering.Frame

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public TCommand Command { get; }
```

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Property Value

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)

[\(NetAF.Assets.Locations.html\)](#)

Description

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Fail

+ NetAF.Conversations

Get a default result for failure.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public static InterpretationResult Fail { get; }
```

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Property Value

[\(NetAF.Extensions.html\)](#)

Type

- NetAF.Interpretation

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

[\(NetAF.Interpretation.html\)](#)

Description

WasInterpretedSuccessfully

CustomCommandInterpreter

Get if interpretation was successful.

IInterpreter

Declaration

[\(NetAF.Interpretation.IInterpreter.ht](#)

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Rendering

bool (System.Boolean.html)

Description

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - CommandHelp
[\(NetAF.Interpretation.CommandHe](#)
 - CustomCommandInterpreter
[\(NetAF.Interpretation.CustomComr](#)
 - IInterpreter
[\(NetAF.Interpretation.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**

Namespace NetAF.Logic

Classes

Filter by title ▾

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands

Represents a generator for game assets.

(NetAF.Commands.html)

+ NetAF.Conversations

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.html)

Represents the result of an end check.

+ NetAF.Conversations.

Instructions

Game (NetAF.Logic.Game.html)

Represents a game.

+ NetAF.Extensions

(NetAF.Extensions.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ NetAF.Interpretation

Represents a configuration for a game.

(NetAF.Interpretation.html)

- NetAF.Logic

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.html)

Provides a container for game end conditions.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Provides information about a game.

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Enums

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

ExitMode (NetAF.Logic.ExitMode.html)

(NetAF.Logic.GameConfiguration.h)

Enumeration of exit modes.

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameEndConditions.h

Enumeration of game states.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameState.html)

Represents the callback used for end checks.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

GameCreationCallback ([NetAF.Logic.GameCreationCallback.html](#))

Represents the callback used for Game creation.

GameSetupCallback ([NetAF.Logic.GameSetupCallback.html](#))

Represents the callback used for Game setup.

OverworldCreationCallback ([NetAF.Logic.OverworldCreationCallback.html](#))

Represents a callback for Overworld creation.

+ NetAF.Conversations

PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

Represents a callback for Player creation.

+ NetAF.Conversations

Instructions
[\(NetAF.Conversations.Instruct\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

[NetAF Commands](#)

[\(NetAF.Commands.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AssetGenerator

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator
public sealed class AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Methods

ExitMode

([NetAF.Logic.ExitMode.html](#))

[Custom\(OverworldCreationCallback, PlayerCreationCallback\)](#)

GameConfiguration

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

([GameCreationCallback](#))

Declaration

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)
([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Parameter

([NetAF.Logic.GameSetupCallback.html](#))

GameState

Type

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Name	Description
OverworldCreationCallback	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
+ NetAF.Commands (NetAF.Commands.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return an overworld and a player as defined by the callbacks.

+ NetAF.Conversations

(NetAF.Conversations.html)

GetOverworld()

Instructions

Get the overworld.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Overworld GetOverworld()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html) GetPlayer()

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Returns

GameCreationCallback

Type

NetAF.Logic.GameCreationCallba

Description

GameEndConditions

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

The player.

(NetAF.Logic.GameEndConditions.h)

GamelInfo

(NetAF.Logic.GamelInfo.html)

New(AssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameSetupCallback)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate<Overworld> (NetAF.Commands.html)	overworldTemplate	The overworld template.
IAssetTemplate<PlayableCharacter> (NetAF.Characters.html)	playerTemplate	The player template.

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct)

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

NetAF.Logic

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

ExitMode

(NetAF.Logic.ExitMode.html)

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)		
GameConfiguration	overworldMaker	The overworld maker.

OverworldMaker (NetAF.Games.OverworldMaker.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter> (NetAF.Characters.PlayableCharacter.html)>

(NetAF.Logic.GameEndConditions)

GameInfo

Return (NetAF.Logic.GameInfo.html)

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Retained(Overworld, PlayableCharacter)

(NetAF.Logic.PlayerCreationCallback)

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.html) Type	Name	Description
-------------------------------	------	-------------

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Conversations.html)	Type	Description
----------------------------	------	-------------

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct)

Type	Description
------	-------------

+ NetAF.Extensions

AssetGenerator

(NetAF.Extensions.html)	Description
-------------------------	-------------

(NetAF.Logic.AssetGenerator.html)

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.h)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.h)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
(NetAF.Conversations.html)

+ **NetAF.Conversations**

public delegate EndCheckResult EndCheck(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)
Game (NetAF.Logic.Game.html)

Name

Description

game The game to check for end.

+ **NetAF.Interpretation**

Ref: (NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

Description

EndCheckResult (NetAF.Logic.EndCheckResult.html) Returns a result from the check.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

NetAF Commands

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ EndCheckResult

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Extensions.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

- NetAF.Logic

Assembly: NetAF.dll

(NetAF.Logic.html)

Syntax

AssetGenerator

```
public class EndCheckResult  
EndCheck
```

(NetAF.Logic.EndCheck.html)

EndCheckResult

Constructors

(NetAF.Logic.EndCheck.html)

ExitMode

(NetAF.Logic.ExitMode.html)

EndCheckResult(bool, string, string)

GameConfiguration

Represents the result of an end check.

(NetAF.Logic.GameConfiguration.html)

Declaration

```
(NetAF.Logic.GameCreationCallback)
```

GameEndConditions

```
public EndCheckResult(bool hasEnded, string title, string description)
```

(NetAF.Logic.GameEndConditions.html)

GameInfo

Parameters

(NetAF.Logic.GameInfo.html)

GameSetupCallback

```
(NetAF.Logic.GameSetupCallback)
```

GameState

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

hasEnded

If the game has ended.

GameState

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

A title to describe the end.

OverworldCreationCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description of the end.

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Properties

Description

Get a description of the end.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Description { get; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Property Value

+ NetAF.Conversations.	Description
-------------------------------	--------------------

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get a NetAF interpretation to an end.

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value

Type	Description
------	--------------------

EndCheck

([NetAF.Logic.EndCheck.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

NotEnded

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get a default result for not ended.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndCondition

checkResult NotEnded { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value

([NetAF.Logic.GameInfo.html](#))

Type GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Title ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get a NetAF logic player creation callback.

PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

Description

Type	Description
------	--------------------

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.html)	

- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- **NetAF.Logic**
(NetAF.Logic.html)

AssetGenerator
(NetAF.Logic.AssetGenerator.html)
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.htm
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameConfiguration
(NetAF.Logic.GameConfiguration.h
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

Instructions

([NetAF.Extensions.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Fields

([NetAF.Interpretation.html](#))

Name	Description
- NetAF.Logic	
ExitApplication (NetAF.Logic.html)	Exit the application.

ReturnToTitleScreen

Return to the title screen.

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Commands](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Game

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#)

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#)) NetAF.Logic.html

- Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

```
AssetGenerator  
public sealed class Game  
(NetAF.Logic.AssetGenerator.html)
```

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

[ActiveConverser](#)

Game

([NetAF.Logic.Game.html](#))

GameConfiguration

Get the active converser

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

```
public IConverser ActiveConverser { get; }
```

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Type ([NetAF.Logic.GameSetupCallback.html](#))

Description

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

[Configuration](#)

Get the configuration.

Declaration

```
public GameConfiguration Configuration { get; }
```



Property Value

+ **NetAF.Commands**

Type
[\(NetAF.Commands.html\)](#)

Description

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

Instructions

Get the end conditions

[\(NetAF.Conversations.Instruct.html\)](#)

Declaration

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

```
public GameEndConditions EndConditions { get; }
```

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Property Value

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Description

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

Info

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Get the info

[\(NetAF.Logic.EndCheckResult.html\)](#)

Declaration

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game
[\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

Property Value

GameCreationCallback

Type
[\(NetAF.Logic.GameCreationCallback.html\)](#)

Description

GameEndConditions

GamelInfo
[\(NetAF.Logic.GamelInfo.html\)](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

GamelInfo

[\(NetAF.Logic.GamelInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Introduction

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Get the state

[\(NetAF.Logic.GameState.html\)](#)

Declaration

OverWorldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

```
public string Introduction { get; }
```

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

IsExecuting
Type: [NetAF.Commands](#)

Get the IsExecuting value.
[\(NetAF.Commands.html\)](#)

Declaration: [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

```
public bool IsExecuting { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type	Description
+ NetAF.Extensions	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Overworld

- NetAF.Logic

Get the overworld.

[\(NetAF.Logic.html\)](#)

Declaration:

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

```
public Overworld Overworld { get; }
```

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Property Value

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type: [ExitMode](#)

Description

[\(NetAF.Logic.ExitMode.html\)](#)

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

Player: [GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallba](#)

Get the player.

[GameEndConditions](#)

Declaration: [\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

```
public PlayableCharacter Player { get; }
```

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

Properties: [GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

Type: [OverworldCreationCallback](#)

Description

PlayableCharacter ([NetAF.Factions.Characters.PlayableCharacter.html](#))

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Methods

ChangePlayer(PlayableCharacter)

Change to a specified player.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public void ChangePlayer(PlayableCharacter player)
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Parameters

+ NetAF.Conversations.		Name	Description
Instructions PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Conversations.Instruct.html)		<i>player</i>	The player to change to.

+ NetAF.Extensions

C([GameInfo.html](#), AssetGenerator, GameEndConditions,

GameConfiguration, GameSetupCallback)

+ NetAF.Interpretation

Create [NetAF.Interpretation.html](#) instances of a game.

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetG
    AssetGenerator
    enerator assetGenerator, GameEndConditions conditions, GameConfiguration configurati
    on, GameSetupCallback setup = null)
    EndCheck
```

([NetAF.Logic.EndCheck.html](#))

Parameters

EndCheckResult

Type	Name	Description
ExitMode		
GameInfo (NetAF.GameInfo.html)	<i>info</i>	Information about the game.
Game (NetAF.Logic.Game.html) string GameConfiguration (https://learn.microsoft.com/dotnet/api/system.string) GameCreationCallback	<i>introduction</i>	An introduction to the game.
AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>assetGenerator</i>	The generator to use to create game assets.
GameEndConditions GameInfo (NetAF.Logic.GameEndConditions.html) (NetAF.Logic.GameInfo.html)	<i>conditions</i>	The game conditions.
GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	<i>configuration</i>	The configuration for the game.
GameState GameSetupCallback (NetAF.Logic.GameState.html) (NetAF.Logic.GameSetupCallback.html) OverworldCreationCallback	<i>setup</i>	A setup function to run on the created game after it has been created.

([NetAF.Logic.OverworldCreationCallback.html](#))

Returns

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

DisplayAbout()

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

public void DisplayAbout()

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

DisplayHelp()

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

public void DisplayHelp()

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

DisplayMap()

(NetAF.Logic.AssetGenerator.html)

EndCheck

Display the map frame.

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

void DisplayMap()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

DisplayTransition(string, string)

GameCreationCallback

Display a transition frame

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

public void DisplayTransition(string title, string message)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Parameter

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

message

The message.

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Execute(GameCreationCallback)

Execute a game.

Declaration

```
public static void Execute(GameCreationCallback creator)
```

+ **Type** [NetAF.Commands](#)

Parameters
[\(NetAF.Commands.html\)](#)

Type	Name	Description
NetAF.Conversations	<i>creator</i>	The creator to use to create the game.

Instructions

[\(NetAF.Conversations.Instruct FindInteractionTarget\(string\)\)](#)

+ **Type** [NetAF.Extensions](#)

Find an interaction target within the current scope for this Game.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **Type** [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public IInteractWithItem FindInteractionTarget(string name)
```

- **Type** [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Parameters

Type	Name	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)		

[string EndCheckLearn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Logic.EndCheck.html\)](#)

Returns

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type [ExitMode](#)

Description

[\(NetAF.Logic.ExitMode.html\)](#)

The first [IInteractWithItem](#) object which has a name that matches the name parameter.

[Game](#) [\(NetAF.Logic.Game.html\)](#)

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

[GameConfiguration](#)

[\(NetAF.Logic.GameConfiguration.h](#)

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallba](#)

GetAllPlayerVisibleExaminables()

[GameEndConditions](#)

Get all examinables that are currently visible to the player.

[GameInfo](#)

Declaration
[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback\)](#)

[public GameSetupCallback GetAllPlayerVisibleExaminables\(\)](#)

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

Returns

[OverworldCreationCallback](#)

[\(NetAF.Logic.OverworldCreationCa](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallba](#)

Type	Description
IExaminable (NetAF.Assets.IExaminable.html) []	An array of all examinables that are currently visible to the player.

▼

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#) object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator

public sealed class GameConfiguration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[GameConfiguration\(Size, ExitMode, IIOAdapter\)](#)

Game ([NetAF.Logic.Game.html](#))

Represents a configuration for a game.

[GameConfiguration](#)

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Parameters

GameInfo

Type ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Size ([NetAF.Logic.GameSetupCallback.html](#))

Name

Description

displaySize

The display size.

GameState ([NetAF.Logic.GameState.html](#))

exitMode

The exit mode.

ExitMode ([NetAF.Logic.ExitMode.html](#))

adapter

The I/O adapter.

IIOAdapter ([NetAF.Logic.IIOAdapter.html](#))

OverworldCreationCallback

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Properties

Adapter

Get the I/O adapter.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public IIOAdapter Adapter { get; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Description

Instructions

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value ([NetAF.Logic.AssetGenerator.html](#))

Type

([NetAF.Logic.EndCheck.html](#))

Description

EndCheck

([NetAF.Logic.EndCheck.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

DisplayCommandListInSceneFrames

Game ([NetAF.Logic.Game.html](#))

Get or Set if the command list is displayed in scene frames.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value ([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get the display size PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
Size (NetAF.Assets.Size.html) (NetAF.Commands.html)	

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get or set the prefix to use when displaying errors.

Instructions

Declaration
(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public string ErrorPrefix { get; set; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- System.String (msdn.microsoft.com/dotnet/api/system.string)

(NetAF.Logic.html)

AssetGenerator

Declaration
(NetAF.Logic.AssetGenerator.html)

EndCheck

Get the exit mode
(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration
(NetAF.Logic.EndCheckResult.htm)

ExitMode

public ExitMode ExitMode { get; }

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

(NetAF.Logic.GameConfiguration.h

Type GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

Declaration
(NetAF.Logic.GameInfo.html)

GameSetupCallback

Get or set the collection of frame builders to use to render the game.

(NetAF.Logic.GameSetupCallback)

Declaration
GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Collection FrameBuilders { get; set; }

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Property Value
(NetAF.Logic.PlayerCreationCallba

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `IInterpreter { get; set; }`

+ NetAF.Conversations.

Property Value

Instructions

Type (NetAF.Conversations.Instruct)

Description

+ NetAF.Extensions (NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

SceneMapKeyType

(NetAF.Interpretation.html)

Get or set the type of key to use on the scene map.

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

`public IKeyAssetGenerator`

EndCheck

(NetAF.Logic.EndCheck.html)

Property Value

EndCheckResult

Type (NetAF.Logic.EndCheckResult.html)

Description

ExitMode

KeyType (NetAF.Rendering.KeyType.html)

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Symbol: `NetAF.Conversations`

Instructions

(NetAF.Conversations.InstructionCallback())

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

A game created by the callback.

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

NetAF.CommandBase

([NetAF.Commands.html](#))

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameEndConditions

+ NetAF.Conversations

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

- NetAF.Logic

Syntax

([NetAF.Logic.html](#))

AssetGenerator

public sealed class GameEndConditions

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

GameEndConditions(EndCheck, EndCheck)

Game ([NetAF.Logic.Game.html](#))

Provides a container for game end conditions.

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Parameters

Completion

([NetAF.Logic.GameInfo.html](#))

Name

Description

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Completion

([NetAF.Logic.EndCheck.html](#))

Game

([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameOver

([NetAF.Logic.GameOver.html](#))

GameType

([NetAF.Logic.GameType.html](#))

GameVersion

([NetAF.Logic.GameVersion.html](#))

GameWorld

([NetAF.Logic.GameWorld.html](#))

Level

([NetAF.Logic.Level.html](#))

Player

([NetAF.Logic.Player.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

PlayerType

([NetAF.Logic.PlayerType.html](#))

PlayerVersion

([NetAF.Logic.PlayerVersion.html](#))

PlayerWorld

([NetAF.Logic.PlayerWorld.html](#))

State

([NetAF.Logic.State.html](#))

StateType

([NetAF.Logic.StateType.html](#))

StateVersion

([NetAF.Logic.StateVersion.html](#))

StateWorld

([NetAF.Logic.StateWorld.html](#))

Type

([NetAF.Logic.Type.html](#))

Version

([NetAF.Logic.Version.html](#))

World

([NetAF.Logic.World.html](#))

WorldType

([NetAF.Logic.WorldType.html](#))

WorldVersion

([NetAF.Logic.WorldVersion.html](#))

WorldWorld

([NetAF.Logic.WorldWorld.html](#))

WorldType

(

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
+ NetAF.Commands

(NetAF.Commands.html)

```
public EndCheck completionCondition { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the condition that determines if the game has ended.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

Property Value
(NetAF.Logic.AssetGenerator.html)

Description

Type

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NoEnd

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a value for no end.
(NetAF.Logic.GameConfiguration.h

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

GameEndConditions NoEnd { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value
(NetAF.Logic.GameInfo.html)

Description

Type

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameEndConditions (NetAF.Logic.GameEndConditions.html)

Description

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Get a value for player creation callback result.
(NetAF.Logic.PlayerCreationCallbackResult.NotEnded.

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
EndCheck (NetAF.Logic.EndCheck.html) (NetAF.Commands.html)	

+ **NetAF.Conversations**
(NetAF.Conversations.html)

+ **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

- **NetAF.Logic**
(NetAF.Logic.html)

AssetGenerator
(NetAF.Logic.AssetGenerator.html)

EndCheck
(NetAF.Logic.EndCheck.html)

EndCheckResult
(NetAF.Logic.EndCheckResult.htm

ExitMode
(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration
(NetAF.Logic.GameConfiguration.h

GameCreationCallback
(NetAF.Logic.GameCreationCallba

GameEndConditions
(NetAF.Logic.GameEndConditions.

GameInfo
(NetAF.Logic.GameInfo.html)

GameSetupCallback
(NetAF.Logic.GameSetupCallback.

GameState
(NetAF.Logic.GameState.html)

OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameInfo

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#) object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

```
AssetGenerator  
public sealed class GameInfo  
(NetAF.Logic.AssetGenerator.html)
```

EndCheck

(NetAF.Logic.EndCheck.html)

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[GameInfo\(string, string, string\)](#)

Game ([NetAF.Logic.Game.html](#))

Provides information about a game.

GameConfiguration

Declaration ([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

```
(NetAF.Logic.GameCreationCallback  
public GameInfo(string name, string description, string author)  
GameEndConditions
```

(NetAF.Logic.GameEndConditions)

Parameters

GameInfo

Type ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

The name of the game.

GameState ([NetAF.Logic.GameState.html](#))

name

A description of the game.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A author of the game.

OverworldCreationCallback (<https://learn.microsoft.com/dotnet/api/system.string>)

author

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Properties

Author

Get the author.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Author { get; set; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

Description

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value ([NetAF.Logic.AssetGenerator.html](#))

Description

Type

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Name

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get the name of the game.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value ([NetAF.Logic.GameInfo.html](#))

Description

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState { get; }

(<https://learn.microsoft.com/dotnet/api/system.string>)

Description

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

▼

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

([NetAF.Logic.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

 **NetAF.Conversations.**

Instructions

(NetAF.Conversations.InstructionGameSetupCallback(Game game))

 **+ NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

 **+ NetAF.Interpretation**

(NetAF.Interpretation.html)

Name

Description

game

The game to setup.

 **- NetAF.Logic**

(NetAF.Logic.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))
public enum GameState

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

Fields

[NetAF.Extensions](#)

Name	Description
+ NetAF.Interpretation	
Active	Active.
- NetAF.Logic	
Finished	Finished.
NotStarted	Not started.

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruction.html\)](#) OverworldCreationCallback()

+ NetAF.Extensions

Returns
[\(NetAF.Extensions.html\)](#)

Type
+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#).Overworld.html)

Description

A generated Overworld.

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Symbol: `PlayerCreationCallback`

Instructions

([NetAF.Conversations.Instruction](#))

+ **NetAF.Extensions**

Returns
[\(NetAF.Extensions.html\)](#)

Type
+ [NetAF.Interpretation](#)

	Description
(NetAF.Interpretation.html)	A generated Player.

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Namespace NetAF.Rendering

Enums

Filter by title

[\(NetAF.Assets.Characters.html\)](#)
KeyType ([NetAF.Rendering.KeyType.html](#))

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

[RegionMapMode](#) ([NetAF.Rendering.RegionMapMode.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Enumeration of region map modes.

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: [NetAF](#) ([NetAF.html](#)) [Rendering](#) ([NetAF.Rendering.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum KeyType

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[Fields](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Description](#)
[\(NetAF.Commands.html\)](#)
Dynamic Dynamic key, only show relevant key items.

+ **NetAF.Conversations**

[Full](#) Full key.
[\(NetAF.Conversations.html\)](#)

[None](#) No key.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: [NetAF](#) ([NetAF.html](#)) [Rendering](#) ([NetAF.Rendering.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum RegionMapMode

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[Fields](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

Detailed Shows rooms at a detailed level.

+ **NetAF.Conversations**

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

[\(NetAF.Conversations.html\)](#)

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

(NetAF.Commands.html)

+ NetAF.Conversations

FrameBuilderCollection

(NetAF.Conversations.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Conversations.

Provides a collection of all of the frame builders required to run a game.

Instructions

(NetAF.Conversations.Instruct

FrameBuilderCollections

(NetAF.Extensions.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

(NetAF.Extensions.html)

Provides a container from frame builder collections.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

+ NetAF.Logics

for building strings as part of a grid.

(NetAF.Logic.html)

Interfaces

+ NetAF.Rendering

(NetAF.Rendering.html)

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(NetAF.Rendering.Frame

Builders

Represents any object that can build about frames.

(NetAF.Rendering.FrameBuildde

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build completion frames.

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuildde

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build help frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build region map frames.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuildde

Represents any object that can build game over frames.

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(NetAF.Rendering.FrameBuildde

Represents any object that can build help frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

(NetAF.Commands.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Conversations.html)

Represents any object that can build room maps.

+ NetAF.Conversations.

Instructions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Conversations.Instruct)

Represents any object that can build scene frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Interpretation

Represents any object that can build title frames.

(NetAF.Interpretation.html)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Represents any object that can build transition frames.

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(NetAF.Rendering.FrameBuilders.IRoomMapBuilder)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder)

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollection

([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public class FrameBuilderCollection

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuild](#))

Constructors

FrameBuilderCollection

([NetAF.Rendering.FrameBuild](#).F

rameBuilderCollections

FrameBuilderCollection([ITitleFrameBuilder](#), [ISceneFrameBuilder](#),

IRegionMapFrameBuilder, **IHelpFrameBuilder**, **ICompletionFrameBuilder**,

IGameOverFrameBuilder, **IAboutFrameBuilder**, **ITransitionFrameBuilder**,

IConversationFrameBuilder)

IAboutFrameBuilder

Provides a collection of all of the frame builders required to run a game.

[ITitleFrameBuilder](#), [ISceneFrameBuilder](#),

[IRegionMapFrameBuilder](#), [IHelpFrameBuilder](#), [ICompletionFrameBuilder](#),

[IGameOverFrameBuilder](#), [IAboutFrameBuilder](#), [ITransitionFrameBuilder](#),

[IConversationFrameBuilder](#))

ITitleFrameBuilder

public FrameBuilderCollection([ITitleFrameBuilder](#) titleFrameBuilder, [ISceneFrameBuild](#)

er sceneFrameBuilder, [IRegionMapFrameBuilder](#) regionMapFrameBuilder, [IHelpFrameBuild](#)

[IGameOverFrameBuilder](#) helpFrameBuilder, [ICompletionFrameBuilder](#) completionFrameBuilder, [IGameOverFrameBu](#)

[IHelpFrameBuilder](#) ilder gameOverFrameBuilder, [IAboutFrameBuilder](#) aboutFrameBuilder, [ITransitionFrameBu](#)

[IConversationFrameBuilder](#) transitionFrameBuilder, [IConversationFrameBuilder](#) conversationFrameBuilder)

([NetAF.Rendering.FrameBuild](#).I

IRegionMapBuilder

Parameters

[NetAF.Rendering.FrameBuild](#).I

IRegionMapFrameBuilder

[NetAF.Rendering.FrameBuild](#).I

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF.Conversations IRegionMapFrameBuilders (NetAF.Conversations.html)RegionMapFrameBuilder.html	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Conversations. Instructions IHelpFrameBuilder (NetAF.Conversations.Instructions.html)HelpFrameBuilder.html	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Extensions ICompletionFrameBuilder (NetAF.Extensions.html)CompletionFrameBuilder.html	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Interpretation (NetAF.Interpretation.html) IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF.Logic IAboutFrameBuilder (NetAF.Rendering.html)AboutFrameBuilder.html	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
- NetAF.Rendering.Frame Builders ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)ConversationFrameBuilder.html	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the NetAF rendering frame builder.

IGameOverFrameBuilder
Declaration
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
RegionMapFrameBuilder)

+ NetAF.Extensions

Get the builder to use for region map frames.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

Type

Description

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

TitleFrameBuilder

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRemoteFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRemoteFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRemoteFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) (NetAF.Commands.html)	

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get the builder to use for transition frames.

Instructions

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

ITransitionFrameBuilder TransitionFrameBuilder { get; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollections
([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public static class FrameBuilderCollections

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

Default

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Get the default frame builder collection.

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Property Value

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Type [NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#)

Description

IHelpFrameBuilder

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ GridStringBuilder

([NetAF.Conversations.html](#))

Inherited Members

+ **NetAF.Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public class GridStringBuilder

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Constructors

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

GridStringBuilder(char, char, char)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Provides a class for building strings as part of a grid.

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Declaration

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IGridStringBuilder

([NetAF.Rendering.FrameBuilders.IGridStringBuilder.html](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

IMarkerFrameBuilder

([NetAF.Rendering.FrameBuilders.IMarkerFrameBuilder.html](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Parameters

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Type

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Name

Description

leftBoundaryCharacter

The character to use for left boundaries.


```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Commands.html)	

+ NetAF.Conversations

[LineTerminator](#)

Get or set the line terminator.

Instructions

Declaration
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Get or set the line terminator.

Instructions

Declaration
[\(NetAF.Extensions.html\)](#)

Property Value

[NetAF.Interpretation](#)

Type

Description

(NetAF.Interpretation.html)	
(NetAF.Logic.html)	

+ NetAF.Rendering

[RightBoundaryCharacter](#)

([NetAF.Rendering.html](#))

Get or set the character used for right boundary.

[NetAF.Rendering.Frame](#)

Builders

Declaration
[\(NetAF.Rendering.FrameBuild](#)

```
public char RightBoundaryCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

Property Value
[\(NetAF.Rendering.FrameBuilders.F](#)

Type

Description

GridStringBuilder	
char (https://learn.microsoft.com/dotnet/api/system.char) IAboutFrameBuilder	

([NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[DrawBoundary\(AnsiColor\)](#)

([NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Draw the boundary.
([NetAF.Rendering.FrameBuilders.I](#)

Declaration
[RegionMapBuilder](#)

([NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html)		color	The color to draw the boundary.

+ NetAF.Conversations

`DrawCenteredStringWrapped(string, int, int, AnsiColor, out int, out int)`

+ **NetAF Conversations.**
Draw a wrapped string.

Instruct

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAE Extensions

```
    Netw.WriteValueToCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor (NETAF.Extensions.html))
```

+ NetAF.Interpretation

Parameters

(NetAE.Interpretation.html)

Type		Name	Description
+ NetAF.Logic <i>(NetAF.Logic.html)</i>	string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
+ NetAF.Rendering <i>(NetAF.Rendering.html)</i>	int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
	int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
- NetAF.Rendering.Frame <i>(NetAF.Rendering.Frame.html)</i>	frameBuilders.Color.AnsiColor.html	color	The color to draw the text.
Builders <i>(NetAF.Rendering.FrameBuilder.html)</i>	int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
	int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderColl

DraWHorizontalD**ivider**(int, An

GridStringBuilder

Draw
([NET FOUNDATION](#)) [NET FRAMEWORK](#)
([NET FOUNDATION](#)) [.NET FRAMEBUILDERS.CS](#)

Declaration
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

```
public void DrawHorizontalDiv(NetAF.Rendering.FrameBuilders.I
```

IConversationFrameBuilder

ParamNetA5.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)		
int (Help.FrameBuilders .com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	y	The y position of the divider.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the boundary.

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRegionMapFrameBuilder

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Conversations.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Instructions

(NetAF.Conversations.Instruct

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

DrawWrapped(string,

NetAF.Logic

(NetAFLogic.html)

Declaration

+ NetAF.Rendering

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
```

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder

Type

FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder)

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.F

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.C

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder

AnsiColor (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ICompletionFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

Flush0

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush the buffer.

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.
(NETF.Commands.ntml)

Declaration + NetAF.Conversations

(NetAF.Conversations.html)

+ NetAE Conversations.

Instructions

(NetAF.Conversations.Instruct Type)	Name	Description
+ NetAF.Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

[\(NetAE Interpretation.html\)](#)

+NetAF.Logic (NetAF.Logic.html)	Description
AhsColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.

+ NetAF.Rendering

(NetAF.Rendering.html)

GetCharacter(int, int)

- NetApp.RU

buf[i] Get a character from the buffer

(NetAF.Rendering.FrameBuilder)

Declaration FrameD

FrameBuilderCollection

```
(NetAF.Rendering.FrameBuilders.F  
public char GetCharacter(int x, int y)  
FrameBuilderCollections
```

(NetAF.Rendering.FrameBuilders.F

ParagraphBuilder

Type	(NetAF.Rendering.FrameBuilders.C IAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) CompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	Name	Description
		x	The x position of the character.
		y	The y position of the character.

IConversationFrameBuilder

Returns `UIComponent` `UIComponent` FrameBuilder

Type	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	The character.

(NetAE.Rendering.FrameBuilders.I

|RegionManBuilder

Getting Started ([NetAE Rendering FrameBuilders](#))

GetNumberOFLines(string, int, Int)

IRegionMapFrameBuilder<NMAGEBackend, Frame>

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```



Parameters

Type	Name	Description
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	<i>value</i>	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startY</i>	The start y position.
+ NetAF.Conversations . int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxWidth</i>	The max width of the string.
Instructions		

(NetAF.Conversations.Instruct

Returns

Type	Description
+ NetAF.Extensions (NetAF.Extensions.html)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Resize(Size)

(NetAF.Logic.html)

Resize this builder.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Parameters

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F Size (https://learn.microsoft.com/dotnet/api/system.size.html) FrameBuilderCollections	<i>displaySize</i>	The new size.

(NetAF.Rendering.FrameBuilders.F GridStringBuilder

(NetAF.Rendering.FrameBuilders.C IAboutFrameBuilder

SetCell(int, int, char, ConsoleColor)

Set a cell.

ICompletionFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I IConversationFrameBuilder

```
public void SetCell(int x, int y, char character, ConsoleColor color)
```

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I IHHelpFrameBuilder

Parameters

Type	Name	Description
NetAF.Rendering.FrameBuilders.I RegionMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I RegionMapBuilder)	<i>x</i>	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position of the cell.

Type		Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)		<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)		<i>color</i>	The color of the character.

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders](#)

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.I

[NetAF.Rendering.FrameBuilders.I](#)

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

FrameBuilderCollection

message

The message to display to the user.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame

(NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

Parameters

Type	Name	Description
FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string)) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title to display to the user.
GridStringBuilder IConverser (NetAF.Rendering.FrameBuilders.C (NetAF.Assets.Characters.IConverser.html) IAboutFrameBuilder	<i>converser</i>	The converser.
CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html) ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	<i>width</i>	The width of the frame.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(NetAF.Rendering.FrameBuilders.I

ReturnRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

FrameBuilderCollection

message

The message to display to the user.

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)

string (https://learn.microsoft.com/dotnet/api/system.string)

reason

The reason the game ended.

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

GridStringBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

INetAFRenderingFrameBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)
(NetAF.Commands.html)

Assembly: NetAF.dll

Assembly: NetFx.dll

Syntax ([NetAE Conversations.html](#))

+ **public interface HelpFrameBuilder**

Instructions

(NetAEConversations.Instruct)

+ NetAF.Extensions

Methods (NetAEF Extensions.html)

+ NetAE Interpretation

Build(string, string, CommandHelp[], int, int)
(NetAF.Interpretation.html)

Build a frame

+ NetApp Logic

(NetAE Logic.html)

+ NetAF.Rendering

```
    iFrame.Build(string title, string description, CommandHelp[] commandHelp, int width,  
(NetAFRendering.html)  
    int height)
```

- **NetAF.Rendering.Frame**

Builders

Parameters

(NetAF.Rendering.FrameBuilderType	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title.
FrameBuilderCollections string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	<i>description</i>	The description.
CommandHelp (https://learn.microsoft.com/dotnet/api/NetAF.Interpretation.CommandHelp.html)[] CommandHelp	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Type	Description
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.cs)	
IFrameBuilder (NetAF.Rendering.Frames(IFrame.html))	

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)
[\(NetAF.Interpretation.html\)](#)

Build a map of a region.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

`void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)`
[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

Type	Name	Description
FrameBuilderCollection GridStringBuilder (NetAF.Rendering.FrameBuilders.F (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) (NetAF.Rendering.FrameBuilders.F	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html) (NetAF.Rendering.FrameBuilders.C	region	The region.
int IAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	x	The x position to start building at.
int (NetAF.Rendering.FrameBuilders.I IConversationFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	y	The y position to start building at.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I		

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

(NetAF.Commands.html)

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.I

[NetAF.Rendering.FrameBuilders.I](#)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(Region, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(Region region, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

IFrameBuilderCollection

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

StringBuilder

Return

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

Description

IFrameBuilder

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.IGridStringBuilder)

ConversationBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

GameOverBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

HelpBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

RegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

RegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

RegionMapFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Build a map for a room.

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

 void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

 t KeyType key, int startX, int startY, out int endX, out int endY)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F		
GridStringBuilder FrameBuilderCollections (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
Room (NetAF.Assets.Locations.Room.html)	room	The room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
ICompletionFrameBuilder KeyType (NetAF.Rendering.KeyType.html) (NetAF.Rendering.FrameBuilders.I	key	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	startY	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
IHelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	endY	The end position, x.

IRoomMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ **NetAF.Logic**

Build a frame

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)	room	Specify the Room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	Specify the player.
string (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	message	Any additional message.
CommandHelp (NetAF.Rendering.FrameBuilders.ICommandHelp.html)	contextualCommands	The contextual commands to display.
KeyType (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

IFrame Build(string title, string description, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

description

The description.

string (https://learn.microsoft.com/dotnet/api/system.string)

width

The width of the frame.

FrameBuilderCollections

height

The height of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridStringBuilder

IFrame

(NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

INetAFRenderingFrameBuilder

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string title, string message, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title to display to the user.

FrameBuilderCollection

message

The message to display to the user.

string (https://learn.microsoft.com/dotnet/api/system.string)

width

The width of the frame.

FrameBuilderCollections

height

The height of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridStringBuilder

IFrame

The frame to return.

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IConversationFrameBuilder

CompletionFrameBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IConversationFrameBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IGameOverFrameBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IHelpFrameBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IRegionMapBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

IRegionMapFrameBuilder

IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder)

INetAFRenderingFrameBuilder

Description

Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ NetAF.Commands

(NetAF.Commands.html)
ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(NetAF.Conversations.html) frames.

+ NetAF.Conversations.

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

+ Provides a builder of color completion frames.
+ NetAF.Extensions

(NetAF.Extensions.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)
(NetAF.Interpretation.html)

Provides a builder of color conversation frames.

+ NetAF.Logic

(NetAF.Logic.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(NetAF.Rendering.html) game over frames.

+ NetAF.Rendering.Frame

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

- Provides a builder of color help frames.

- NetAF.Rendering.Frame

Builders.Color

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

AnsiColor

Provides a builder for region maps.

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color region map frames.

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

ColorSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

Provides a builder for color scene frames.

ColorTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

Provides a builder of color title frames.

+ NetAF.Commands

(NetAF.Commands.html)

ColorTransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

(NetAF.Conversations.html)

Provides a builder of color transition frames.

+ NetAF.Conversations.

Instruct

(NetAF.Conversations.Instruct)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Extensions.html)

Enumeration of ANSI colors.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Fields

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Black (30).

Blue

Blue (34).

+ **NetAF.Logic**

BrightBlack

Bright black (90).

(NetAF.Logic.html)

BrightBlue

Bright blue (94).

+ **NetAF.Rendering**

BrightCyan

Bright cyan (96).

(NetAF.Rendering.html)

BrightGreen

Bright green (92).

+ **NetAF.Rendering.Frame**

BrightMagenta

Bright magenta (95).

(NetAF.Rendering.FrameBuilders.html)

BrightRed

Bright red (91).

- **NetAF.Rendering.Frame**

Builders.Color

Bright white (97).

BrightYellow

Bright yellow (93).

(NetAF.Rendering.FrameBuilders.Color.html)

Cyan

AnsiColor Cyan (36).

Green

NetAF.Rendering.FrameBuilders.Color.Green Green (32).

ColorAboutFrameBuilder

Magenta

NetAF.Rendering.FrameBuilders.Color.Magenta Magenta (35).

Red

ColorCompletionFrameBuilder Red (31).

(NetAF.Rendering.FrameBuilders.Color.Red.html)

Reset

ColorConversationFrameBuilder Reset (0).

White

NetAF.Rendering.FrameBuilders.Color.White White (37).

ColorGameOverFrameBuilder

Yellow

NetAF.Rendering.FrameBuilders.Color.Yellow Yellow (33).

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.Help.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMap.html)

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.](#)
- **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html\)](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html\)](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html\)](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html\)](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html\)](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Properties

AuthorColor

Get or set the author color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor AuthorColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BackgroundColor

(NetAF.Extensions.html)

Get or set the background color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** BackgroundColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

BorderColor

(NetAF.Rendering.Frame

Builders Color

Get or Set the border color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor BorderColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

DescriptionColor

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

Description

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

NameColor

(NetAF.Conversations.html)

Get or set the name color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

Type

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Methods

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string, Game, int, int)

(NetAF.Rendering.FrameBuilders.C

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ Game (NetAF.Logic.Game.html)	<i>game</i>	The game.
(NetAF.Commands.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ NetAF.Conversations		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
(NetAF.Conversations.html)		

Returns

[NetAF.Conversations](#).

Type	Instructions	Description
(NetAF.Conversations.Instruct)	IFrame (NetAF.Rendering.Frames.IFrame.html)	

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Implements

+ [NetAF.Interpretation](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF Commands	

• NAGS • 45

+ NetAF.Conversations
Methods ([conversations.html](#))

+ NetAE Conversations

Instructions string, int, int)

Build(String, String, Int, Int)
(NetAF.Conversations.Instruct

Build a frame.
+ NetAE Extensions

+ NetA.E Declaration

Detaljatut (NetAF.Extensions.html)

+ NetAE Interpretation

(NetAE-Interpretation.html)

Parameters

NetAF.Logic

Type		Name	Description
+ NetAF.Rendering	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
(NetAF.Rendering.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ NetAF.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(NetAF.Rendering.FrameBuilder.html)	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

NetAF.Rendering.Frame

Builders.Color

Builders.Color Type (NetAF.Rendering.FrameBuilder)	Description
IFrame (NetAF.Rendering.Frames.IFrame.html) AnsiColor	

ColorAbout-Fran Implementation

Sub-Section Two - Build

ICompletionFrameBuilder (NetAFR) (MAEFBuilder) → Build

(NetAR.Renderer.FrameBuilders.C
Slate.Graphics.Engine.Built

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders)

ColorRegionMapBuilder

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

FrameBuilders.Color (NetAF.Rendering.FrameBuilders.html)

Builders

(NetAF.Rendering.FrameBuilders)

InputColor

NetAF.Rendering.Frame

Builders.Color

Get or set the input color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor InputColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.C
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

NonPlayerMessageColor

ColorRegionMapBuilder

Get or set the player message color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Conversations PlayerMessageColor (NetAF.Conversations.html)

Get or set the player message color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor PlayerMessageColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Interpretation (NetAF.Interpretation.html)	

+ NetAF.Logic

(NetAF.Logic.html)

ResponseColor

Declaration

(NetAF.Rendering.html)

Get or set the response color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Type
AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

TitleColor

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get or set the title color.

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Declaration

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

```
public AnsiColor TitleColor { get; set; }
```

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property Value

CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ NetAF.Commands

B(Nil<string, int>, string, CommandHelp[], int, int)

Building Conversations

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions same Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Conversations.Instruct

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type	Name	Description
+ NetAF.Interpretation string (NetAF.Interpretation.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
+ NetAF.Logic (NetAF.Logic.html) IConverser (NetAF.Assets.Characters.IConverser.html)	<i>converser</i>	The converser.
+ NetAF.Rendering (NetAF.Rendering.html) CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
+ NetAF.Rendering.Frame Builders int (NetAF.Rendering.FrameBuilder) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
- NetAF.Rendering.Frame int Builders.Color (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilder)	<i>height</i>	The height of the frame.

Returns AnsiColor

Returns

Type	Description
ColorAboutFrameBuilder	(NetAF.Rendering.FrameBuilders.C)
IFrame	(NetAF.Rendering.Frames.IFrame.html) ColorAboutFrameBuilder

Implementing Color Conversations

[Icon](#) [Color](#) [Frame](#) [Over](#) [Frame](#) [Builder](#) [Rendering](#) [FrameBuilders](#) [ConversationFrameBuilder.html](#)

(NetAE Rendering FrameBuilders 6)

(NetAF.Rendering.FrameBuilders.C
ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.C
ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.C

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frame**
 Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.C](#)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

IGameOverFrameBuilder ([\(NetAF.Conversations.html\)](#)) (<https://learn.microsoft.com/dotnet/api/colorgameoverframebuilder.igameoverframebuilder>)

Inherited Members

+ NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

(NetAF.Logic) ([\(NetAF.html\).Rendering](#)) ([\(NetAF.Rendering.html\)](#).FrameBuilders ([\(NetAF.Rendering.FrameBuilders.html\)](#)).Color

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Constructors

- NetAF.Rendering.Frame

Builders.Color

[ColorGameOverFrameBuilder](#) ([GridStringBuilder](#))

AnsiColor

Provides a builder of color game over frames.

[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Parameters

[\(NetAF.Rendering.FrameBuilders.C](#)

Type colorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

GridStringBuilder

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Type	Name	Description
colorGameOverFrameBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders)

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Description

Type

ColorConversationFrameBuilder

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Conversations

Methods

+ NetAF.Conversations.

Build(string, string, int, int)

(NetAF.Conversations.Instruct)

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(string message, string reason, int width, int height)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type	Name	Description
+ NetAF.Rendering	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ NetAF.Rendering.Frame	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

NetAF.Rendering.Frame

Reference

Type	Description
(NetAF.Rendering.FrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IColorRegionMapBuilder.html)

NetAF.Rendering.FrameBuilders.IColorRegionMapBuilder.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

CommandColor

NetAF.Rendering.Frame

Builders

Color

Get or set the command color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor

```
(NetAF.Rendering.FrameBuilders.C
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the description color.

(NetAF.Rendering.FrameBuilders.C

Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

CommandColor

NetAF.Rendering.Frame

Builders

Color

Get or set the command color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor

```
(NetAF.Rendering.FrameBuilders.C
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the description color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

DescriptionColor (NetAF.Conversations.html)

Get or set the description color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
(NetAF.Interpretation.html) AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

Color

(NetAF.Rendering.FrameBuilder

Type

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

Methods

Build(string, string, CommandHelp[], int, int)

(NetAF.Rendering.FrameBuilders.ColorBuild)

Build a frame.

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.ColorBuild)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands (NetAF.Commands.html)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands (NetAF.Commands.html)	<i>description</i>	The description.
CommandHelp[] (NetAF.Interpretation.CommandHelp.html) + NetAF.Conversations (NetAF.Conversations.html)	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations (NetAF.Conversations.html)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations (NetAF.Conversations.html)	<i>height</i>	The height of the frame.

Instructions

Ref: [NetAF.Conversations.Instruct](#)

Type	Description
NetAF.Extensions (NetAF.Extensions.html)	IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Implements

+ NetAF.Logic

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Project Commands

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

LowerLevel

+ NetAF.Conversations

Get or set the lower level color for lower levels.

Declaration

+ NetAF.Conversations.

Instructions

```
public char LowerLevel { get; set; }
```

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

LowerLevelColor

+ NetAF.Rendering

Get or set the lower level color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public AnsiColor LowerLevelColor { get; set; }
```

(NetAF.Rendering.FrameBuilder.html)

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuilder.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

Players

(NetAF.Rendering.FrameBuilders.Color.Players.html)

ColorCompletionFrameBuilder

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.Color.Players.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.Conversation.html)

ColorGameOverFrameBuilder

```
public char Player { get; set; }
```

(NetAF.Rendering.FrameBuilders.Color.GameOver.html)

ColorHelpFrameBuilder

Properties

(NetAF.Rendering.FrameBuilders.Color.Properties.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMap.html)

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

+ [AnsiColor \(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VerticalBoundary](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for vertical boundaries.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[VisitedBoundaryColor](#)

Builders
Get [NetAF.Rendering.FrameBuilders.VisitedBoundaryColor](#).

Declaration

[NetAF.Rendering.Frame](#)

[Builders.Color](#)

public AnsiColor VisitedBoundaryColor { get; set; }

AnsiColor

Property Value [\(NetAF.Rendering.FrameBuilders.VisitedBoundaryColor\)](#)

Type [ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

AnsiColor [\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder\)](#)

[ColorOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorOverFrameBuilder\)](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

[BuildRegionMap](#)([GridStringBuilder](#), [Region](#), [int](#), [int](#), [int](#), [int](#))

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder\)](#)

Methods

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



Parameters

+ **NetAF.Commands**

Type
[\(NetAF.Commands.html\)](#)

GridStringBuilder

+ **NetAF.Conversations**

(NetAF.Rendering.FrameBuilders.GridStringBuilder
[\(NetAF.Conversations.html\)](#))

+ **NetAF.Conversations**

Region ([NetAF.Assets.Locations.Region.html](#))

Instructions

int
[\(NetAF.Conversations.Instruct](#)
(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

int
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

int
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

Implements

NetAF.Rendering.Frame

[IRegionMapBuilder \(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

↳ [IRegionMapConversation](#) ([NetAF.html](#))

Inherited Members

+ NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

(NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Constructors

- NetAF.Rendering.Frame

Builders.Color

[ColorRegionMapFrameBuilder\(GridStringBuilder, IRegionMapBuilder\)](#)

AnsiColor

Provides a builder of color region map frames.

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

ColorComplexRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorComplexRegionMapFrameBuilder\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder\)](#)

Parameters

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

Type

[NetAF.Rendering.FrameBuilders.Color](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)

NetAF.Rendering.FrameBuilders.C

Type	Name	Description
NetAF.Rendering.FrameBuilders.GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

public AnsiColor TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ NetAF Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF Conversations

IRoomMapBuilder ([\(NetAF.Conversations.html\)](#)).FrameBuilders.IRoomMapBuilder.html)

Inherited Members

+ NetAF Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[+ NetAF Logic](#) ([\(NetAF.html\)](#).Rendering ([\(NetAF.Rendering.html\)](#)).FrameBuilders ([\(NetAF.Rendering.FrameBuilders.html\)](#)).Color ([\(NetAF.Rendering.FrameBuilders.Color.html\)](#))

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

+ NetAF Rendering Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

BoundaryColor

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

Get or set the room boundary color.

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.ColorDeclaration.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

Property Value

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

Type

[\(NetAF.Rendering.FrameBuilders.Color.Type.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#))

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Description


```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

ItemOrCharacterInRoom

+ NetAF.Conversations

Get (NetAF.Conversations.html) presenting there is an item or a character in the room.

Declaration

+ NetAF.Conversations.

Instructions

```
public char ItemOrCharacterInRoom { get; set; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

KeyPadding

+ NetAF.Rendering

Get or set the padding between the key and the map.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public int KeyPadding { get; set; }
```

(NetAF.Rendering.FrameBuilders

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuilders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

LockedExit

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the character used for representing a locked exit.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

```
public char LockedExit { get; set; }
```

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ [NetAF.Conversations](#)

Char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VisitedExitColor](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the visited exit color.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

Description

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Methods

([NetAF.Rendering.FrameBuilders](#))

[NetAF.Rendering.FrameBuilders](#)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

[\(NetAF.Rendering.FrameBuilders\)](#)

Build a map for a room.

AnsiColor

Declaration [\(NetAF.Rendering.FrameBuilders\)](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v)
```

```
    int? startX, int startY, out int endX, out int endY)
```

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorConversationFrameBuilder

Parameters [\(NetAF.Rendering.FrameBuilders\)](#)

Type **colorGameOverFrameBuilder**

[\(NetAF.Rendering.FrameBuilders\)](#)

GridStringBuilder

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

Room [\(NetAF.Rendering.FrameBuilders.Room.html\)](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

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)	<i>startY</i>	The start position, x.
+ NetAF.Commands (NetAF.Commands.html)	<i>endX</i>	The end position, x.
+ NetAF.Conversations (NetAF.Conversations.html)	<i>endY</i>	The end position, x.

(NetAF.Conversations.html)

Implements

Instructions

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

NetAF.Rendering.FrameBuilders.Color.html

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get or set the background color.
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

CommandColor

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the commands color.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

public AnsiColor CommandsColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuild

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

NetAF Commands

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html)	

+ NetAF.Conversations.

Instructions

Methods

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions.

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) ([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Build a frame.

([NetAF.Interpretation.html](#))

Declaration

+ NetAF.Logic

([NetAF.Logic.html](#))
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type	Name	Description
Builders (NetAF.Rendering.FrameBuilders.html)		
Room (NetAF.Assets.Locations.Room.html)	room	Specify the Room.
- NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilders.Color.html)	viewPoint	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	Specify the player.
string ColorAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)	message	Any additional message.
CommandHelp (NetAF.Rendering.CommandHelp.html)	contextualCommands	The contextual commands to display.
ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)		
KeyType (NetAF.Rendering.KeyType.html)	keyType	The type of key to use.
int ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)	width	The width of the frame.
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)	height	The height of the frame.

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

+ **NetAF.Conversations**
(NetAF.Conversations.html)

+ **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**
(NetAF.Logic.html)

+ **NetAF.Rendering**
(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders.html)

- **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

DescriptionColor

NetAF.Rendering.Frame

Builders Color

Get or set the description color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

TitleColor

NetAF.Rendering.Frame

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF Commands	

+ NetAF.Conversations

Methods

- + **NetAF.Conversations**
 - Build**(string, string, int, int)
(NetAF.Conversations.Instruction)
 - Build a frame.
- + **NetAF.Extensions**
 - Declaration**
(NetAF.Extensions.html)

+ **NetAEInterpretation**(string title, string description, int width, int height)
(NetAE.Interpretation.html)

Parameters

Type		Name	Description
+ NetAF.Logic.html			
+ NetAF.Rendering	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ NetAF.Rendering.html	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ NetAF.Rendering.Frame	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
Builders			
	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
+ NetAF.Rendering.FrameBuilder			

NetAE.Rendering.Frame

Builders.Color Type (NetAF.Rendering.FrameBuilder)	Description
IFrame (NetAF.Rendering.Frames.IFrame.html) Ans:Color	

ColorAboutFrame Implementation

[ITitleFrameBuilder](#) (`NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html`)
[\(NetAF.Rendering.FrameBuilders.C\)](#)

[ColorConversationFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.C\)](#)

[ColorGameOverFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.C\)](#)

[ColorHelpFrameBuilder](#)
[\(NetAF.Rendering.FrameBuilders.C\)](#)

[ColorRegionMapBuilder](#)
[\(NetAF.Rendering.FrameBuilders.C\)](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders

MessageColor

(NetAF.Rendering.Frame

Builders

Get or set the message color.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

```
public AnsiColor MessageColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property value

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Description

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF Commands	

NetAE Communications

+ NetAF.CConversations
Methods (conversations.html)

+ NetAE Conversations

Instructions string int int)

BuiltInString, String, Int, Int (NetAF.Conversations.Instruct)

Build a frame.

+ NetAF.Extensions

Declaration ~~NetAE~~

(NetAF.Extensions.html)

+ **NetAF.Interpretation**(string title, string message, int width, int height)
(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type		Name	Description
+ NetAERendering	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
+ NetAERendering.html	string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
+ NetAERendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ NetAERendering.FrameBuilder	int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

NetAF.Rendering.Frame

[Builders.Color](#)

Type (NetAE Rendering FrameBuilder)

Builders.Color Type (NetAF.Rendering.FrameBuilder)	Description
IFrame (NetAF.Rendering.Frames.IFrame.html) AnsiColor	

ColorAbout-Fran Implementation

NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder | TransitionFrameBuilder (NetAE Render)

`ITextureFrameBuilder<IVertexFormat>` (`NetAF.Rendering.FrameBuilders.ITextureFrameBuilder`)

ColorConversationFrameBuilder

(NetAE Rendering FrameBuilders)

ColorGameOverFrameBuilder

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

(NetAF.Assets.Characters.html)
GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

+ **NetAF.Assets.Interaction** A class for displaying a command based interface.

(NetAF.Assets.Interaction.html)

Interfaces

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Commands.html) An interface for a frame that can display a command based interface.

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Assets.Locations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF.GridTextFrame.html](#))

([NetAF.Interpretation.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Logic.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
GridTextFrameBuilder	builder	The builder that creates the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	cursorLeft	The cursor left position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

- [New API reference](#)

[\(NetAF.Assets.Attributes.html\)](#)

Properties

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

AcceptsInput

+ [NetAF.Assets.Interaction](#)

Get a value if this Frame accepts input.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Property Value

+ [NetAF.Conversations](#)

Type

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

BackgroundColor

+ [NetAF.Extensions](#)

Get the background color.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public ANSI_COLOR BackgroundColor { get; }
```

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [Type](#)

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

+ [NetAF.Rendering](#)

Description

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

[ConsoleRendering.FrameBuilders](#)

[ConsoleRenderingFrame](#)

Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop

([NetAF.Assets.Attributes.html](#))

Get the cursor top position.

NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

```
public int CursorTop { get; }
```

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

Property Value

+ NetAF.Assets.Locations

Type

([NetAF.Assets.Locations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands

([NetAF.Commands.html](#))

ShowCursor

([NetAF.Conversations.html](#))

Get or set if the cursor should be shown.

+ NetAF.Conversations.

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

```
public bool ShowCursor { get; set; }
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Property Value

+ NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

Methods

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Render(IFramePresenter)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Replaces the frame presenter.

NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

- NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)	presenter	The presenter.

ToString()

Returns a string that represents the current object.

(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

String (https://learn.microsoft.com/dotnet/api/system.string)

Description

A string that represents the current object.

+ NetAF.Commands

Overrides

(NetAF.Commands.html)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Frame (NetAF.Rendering.Frames.IFrame.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: [NetAF](#).[NetAF.html](#).Rendering ([NetAF.Rendering.html](#)).Frames ([NetAF.Rendering.Frames.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFrame

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[AcceptsInput.html](#)

- **NetAF.Conversations** accepts input.

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

bool AcceptsInput { get; set; }

Instructions

[\(NetAF.Conversations.Instruct](#)

Property Value

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

CursorLeft ([NetAF.Logic.html](#))

Get the cursor left position.

+ **NetAF.Rendering**

Declaration [\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

int CursorLeft { get; }

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

- **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

CursorTop

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

Type	Description
(NetAF.Assets.Attributes.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

+ [NetAF.Assets.Interaction](#)

[ShowCursor](#)
[\(NetAF.Assets.Interaction.html\)](#)

Get or set if the cursor should be shown.
[+ NetAF.Assets.Locations](#)

Declaration

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

`bool ShowCursor { get; set; }`
[\(NetAF.Commands.html\)](#)

[NetAF.Conversations](#)

Type

+ [NetAF.Conversations](#)

`bool (https://learn.microsoft.com/dotnet/api/system.boolean)`

[Instructions](#)

[\(NetAF.Conversations.Instruct\)](#)

+ [NetAF.Extensions](#)

[Methods](#)
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[Render\(IFramePresenter\)](#)
[\(NetAF.Interpretation.html\)](#)

Render this frame on a presenter.

[NetAF.Logic](#)

Declaration

[+ NetAF.Rendering](#)

`void Render(IFramePresenter presenter)`

[+ NetAF.Rendering.Frame](#)

Parameters

[Builders](#)

Type

[\(NetAF.Rendering.FrameBuilder\)](#)

`IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)`

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

- [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

Name	Description
<code>presenter</code>	The presenter.

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)

Namespace NetAF.Rendering.Presenter

Classes

Filter by title

+ [TextWriterPresenter \(NetAF.Rendering.Presenter.TextWriterPresenter.html\)](#)
[\(NetAF.Assets.Characters.html\)](#)

+ [NetAF.Assets.Interaction.TextWriter \(NetAF.Assets.Interaction.html\)](#)
[\(NetAF.Assets.Interaction.html\)](#)

Interfaces

[NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [IFramePresenter \(NetAF.Rendering.Presenter.IFramePresenter.html\)](#)

[\(NetAF.Commands.html\)](#) render a frame.

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuild](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[NetAF.Rendering.Presenter](#)

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: [NetAF](#).[NetAF.html](#).Rendering ([NetAF.Rendering.html](#)).Presenter ([NetAF.Rendering.Presenter.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFramePresenter

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Write\(char\)](#) ([NetAF.Commands.html](#))

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

void Write(char value)

[Instructions](#) ([NetAF.Conversations.Instruct](#))

Parameters

+ **NetAF.Extensions**

[Type](#) ([NetAF.Extensions.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Name

Description

value

The character to write.

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[Write\(string\)](#) ([NetAF.Logic.html](#))

Write a string.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

void Write(string value)

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.htm](#)

Class TextWriterPresenter

Represents a presenter for `TextWriter`.

Filter by title

Inheritance

([NetAF Assets Attributes.html](#))

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

Implements

([NetAF Assets Characters.html](#))

`IFramePresenter` ([NetAF Rendering Presenter.IFramePresenter.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF Assets Interaction.html](#))

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Assets.Locations**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF.Commands**

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF Conversations.html](#))

Assembly: `NetAF.dll`

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAF Conversations.Instruct.html](#))

```
public sealed class TextWriterPresenter : IFramePresenter
```

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF Interpretation.html](#))

([NetAF Interpretation.html](#))

TextWriterPresenter(TextWriter)

([NetAF Logic.html](#))

Represents a presenter for `TextWriter`.

+ **NetAF.Rendering**

Declaration

([NetAF Rendering.html](#))

+ `public TextWriterPresenter(TextWriter writer)`

Builders

([NetAF Rendering FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

	Name	Description
NetAF.Rendering.Frame	<code>writer</code>	The writer.

Builders.Color

`TextWriter` (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

`writer` The writer.

+ **NetAF.Rendering.Frames**

([NetAF Rendering Frames.html](#))

Methods

ToString()

Returns a string that represents the current object.

Declaration

([NetAF.Assets.Attributes.html](#))
public override string ToString()

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))
Returns

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands

([NetAF.Commands.html](#))

Write(char)

+ NetAF.Conversations

([NetAF.Conversations.html](#))
Parameters

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
Parameters

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Interpretation.html](#))
Parameters

+ NetAF.Logic

([NetAF.Logic.html](#))

Write(string)

+ NetAF.Rendering

Write a string.

([NetAF.Rendering.html](#))
Parameters

+ NetAF.Rendering.Frame

Builders

public void Write(string value)
([NetAF.Rendering.FrameBuilder.html](#))
Parameters

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type

([NetAF.Rendering.FrameBuilder.html](#))
Parameters

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))
Parameters

Implements

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

- **NetAF.Attributes**
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
(NetAF.Attributes.Characters.html)
- + **NetAF.Attributes.Interaction**
(NetAF.Attributes.Interaction.html)
- + **NetAF.Attributes.Locations**
(NetAF.Attributes.Locations.html)
- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilder
- + **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilder
- + **NetAF.Rendering.Frames**
(NetAF.Rendering.Frames.htm

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

(NetAF.Assets.Interaction.html)
Provides a class for helping to make Regions.

+ NetAF.Assets.Locations

RegionMakers (NetAF.Utilities.RegionMaker.html)

Provides a class for helping to make Regions.

+ NetAF.Commands

(NetAF.Commands.html)

Interfaces

+ NetAF.Conversations

(NetAF.Conversations.html)

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

+ NetAF.Conversations.

Represents any object that is a template for an asset.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenter

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html) Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax

(NetAF.Assets.Characters.htm)

+ **NetAF.Assets.Interaction** Template<out T>

(NetAF.Assets.Interaction.html)

Type Parameters

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **TNetAF.Commands** The type of asset being templated.

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Methods

+ **NetAF.Conversations.**

Instructions

Instantiate()

(NetAF.Conversations.Instruct

Instantiate a new instance of the templated asset.

+ **NetAF.Extensions**

Deprecation

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

* **NetAF.Logic**

Refactor

(NetAF.Logic.html)

Type Description

+ **TNetAF.Rendering**

(NetAF.Rendering.html)

The asset.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.htm)

+ **NetAF.Rendering.Presenter**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ OverworldMaker
[\(NetAF.Assets.Characters.html\)](#)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Assets.Interaction.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF.Assets.Locations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

[\(NetAF.Conversations.html\)](#)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

[\(NetAFConversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Constructors

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **NetAF.Logic**

Provides logic to make Regions.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

↳ public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Identifier ([NetAFAssets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description ([NetAFAssets.Description.html](#))

+ **NetAF.Rendering.Frames**

RegionMaker ([NetAFLogic.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

RegionMakers ([NetAFLogic.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenter**

[\(NetAF.Rendering.Presenter.html\)](#)

Name	Description
identifier	An identifier for the region.
description	A description for the region.
regionMakers	The region makes to use to construct regions.

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
  (NetAF.Assets.Attributes.html)
```

+ NetAF.Assets.Characters

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction String (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string)	identifier	An identifier for the region.
+ NetAF.Assets.Locations String (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.string)	description	A description for the region.
+ NetAF.Commands RegionMakers[] (NetAF.Commands.html)	regionMakers	The region makes to use to construct regions.

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Methods

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
Make()

+ NetAF.Extensions

Make an overworld.

([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))
public Overworld Make()

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenter

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Commands**

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
([NetAF.Commands.html](#)) object (object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Conversations**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAFConversations.Instruct](#)

public sealed class RegionMaker

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

RegionMaker(Identifier, Description)

+ **NetAF.Logic**

Provides logic to make Regions.

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Rendering.Frame**

Builders

Parameters

([NetAF.Rendering.FrameBuilder](#))

Type

+ **NetAF.Rendering.Frame**

Identifier ([NetAF.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

description

A description for the region.

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

RegionMaker(string, string)

+ **NetAF.Rendering.Presenter**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html)	<i>identifier</i>	An identifier for the region.
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction	<i>description</i>	A description for the region.

[\(NetAF.Assets.Interaction.html\)](#)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

- [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Declaration

+ [NetAF.Conversations](#).

[Instructions](#) int this[int x, int y, int z] { get; set; }

[\(NetAF.Conversations.Instruct](#)

Parameters

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

int

<https://learn.microsoft.com/dotnet/api/system.int32>

[\(NetAF.Interpretation.html\)](#)

int

<https://learn.microsoft.com/dotnet/api/system.int32>

[\(NetAF.Interpretation.html\)](#)

int

<https://learn.microsoft.com/dotnet/api/system.int32>

[\(NetAF.Interpretation.html\)](#)

z

The z position.

Builders

[\(NetAF.Rendering.FrameBuilder](#)

[NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

[CanPlaceRoom\(int, int, int\)](#)

+ [NetAF.Rendering.Frames](#)

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ [NetAF.Rendering.Presenter](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters. Characters.html	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters. Characters.html	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters. Characters.html	z	The Z position.

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
+ NetAF.Assets.Locations.[Locations.html](#)

Description

True if the room can be placed, else false.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

Get all current room positions.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public RoomPosition[] GetRoomPositions()
```

[\(NetAF.Conversations.Instruct](#)

Returns

[NetAF.Extensions](#)

Type
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)
+ NetAF.Interpretation.[Rooms.Locations.RoomPosition.html](#)[]

Description

The room positions.

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Make()
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()
Builders
[\(NetAF.Rendering.FrameBuilder](#)

Returns

+ NetAF.Rendering.Frame

Type
[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)
Region
[\(NetAF.Rendering.Locales.Region.html\)](#)

Description

The created region.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenter

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Characters RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Assets.Characters.html)	startPosition	The start position.

Region

Type	Description
+ NetAF.Assets.Locations Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.html)	The created region.

NetAF.Commands

Make (NetAF.Commands.html)

NetAF.Commands

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

```
public Region Make(int x, int y, int z)
```

Instructions

(NetAF.Conversations.Instruct)

Parameters

+ NetAF.Extensions

Type	Name	Description
+ NetAF.Extensions.html	x	The start x position.
+ NetAF.Interpretation	y	The start y position.
+ NetAF.Logic	z	The start z position.

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

Type	Description
+ NetAF.Rendering.html	The created region.

Region (NetAF.Assets.Locations.Region.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenter