

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

Assets

ConditionalDescription

 (**BP.AdventureFramework.Assets.ConditionalDescription**)

 Represents a conditional description of an object.

 (BP.AdventureFramework.Assets.C)

 Description

Description (**BP.AdventureFramework.Assets.Description**)

ExaminableObject

 Represents a description of an object.

 (BP.AdventureFramework.Assets.E)

 ExaminationCallback

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

ExaminationResult

 Represents an object that can be examined.

 (BP.AdventureFramework.Assets.E)

 IExaminable

ExaminationResult (**BP.AdventureFramework.Assets.ExaminationResult**)

IPlayerVisible

 Represents the result of an examination.

 (BP.AdventureFramework.Assets.II)

 Identifier

Identifier (**BP.AdventureFramework.Assets.Identifier**)

Item

 Provides a class that can be used as an identifier.

 (BP.AdventureFramework.Assets.II)

 Size

Item (**BP.AdventureFramework.Assets.Item**)

- + **BP.AdventureFramework.** The objects used within the game.

Attributes

STRUCT (**BP.AdventureFramework.Assets.Struct**)

- + **BP.AdventureFramework.**

Characters

Size (**BP.AdventureFramework.Assets.Size**)

 (**BP.AdventureFramework.Assets.Size**)

 Represents a size.

- + **BP.AdventureFramework.**

Interaction

INTERFACE (**BP.AdventureFramework.Assets.IInteraction**)

Assets

 Represents any object that is examinable.

 (BP.AdventureFramework.Assets.II)

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

Assets

 Represents any object that is examinable.

 (BP.AdventureFramework.Assets.II)

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

Commands

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.C)

Description

(BP.AdventureFramework.Assets.D)

ExaminableObject

(BP.AdventureFramework.Assets.E)

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.I)

IPlayerVisible

(BP.AdventureFramework.Assets.I)

Identifier

(BP.AdventureFramework.Assets.I)

Item

(BP.AdventureFramework.Assets.I)

Size

(BP.AdventureFramework.Assets.S)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

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

[Description](#) ([BP_AdventureFramework_Assets_Description](#))

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

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

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

[\(BP.AdventureFramework.Assets.ExaminationCallback\)](#)
ExaminationCallback.equals(system-object-system-object))

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

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

[\(BP.AdventureFramework.Assets.Examineable\)](#)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

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

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

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

Syntax

Identifier
(BP.AdventureFramework.Assets.Identifier)

Item
public sealed class ConditionalDescription : Description
(BP.AdventureFramework.Assets.Item)

Size
(BP.AdventureFramework.Assets.Size)

Constructors

+ BP.AdventureFramework.

Assets.Attributes

C(BP.ConditionalDescription)(String, String, Condition)

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Characters

Declaration

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

+ BP.AdventureFramework.(String trueDescription, String falseDescription, Condition condition)

Assets.Interaction

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

Parameters

+ BP.AdventureFramework.

Type
[Assets.Locations](#)

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

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

Name	Description
trueDescription	The true description.
falseDescription	The false description.

Commands

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

Properties

- BP.AdventureFramework.

Condition

(BP.AdventureFramework.Assets.Condition)

Get or set the condition

ConditionalDescription

Declaration

(BP.AdventureFramework.Assets.Condition)

Description

(BP.AdventureFramework.Condition) { get; set; }

ExaminableObject

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationCallback

Type (BP.AdventureFramework.Assets.ExaminationResult)

ExaminationResult

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

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IPlayerVisible)

IPlayerVisible

(BP.AdventureFramework.Assets.Identifier)

Identifier

(BP.AdventureFramework.Assets.Item)

GetDescription()

Item

(BP.AdventureFramework.Assets.Item)

Get the description.

Size

Declaration (BP.AdventureFramework.Assets.S)

+ BP.AdventureFramework.

public override string GetDescription()

Attributes

(BP.AdventureFramework.Assets.Attributes)

Returns

+ BP.AdventureFramework.

Type (BP.AdventureFramework.Assets.Characters)

string (BP.AdventureFramework.Assets.Characters)

Description

The description.

+ BP.AdventureFramework.

Overrides

Assets.Interaction

Description.GetDescription()

(BP.AdventureFramework.Assets)

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

BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

- + **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

- + **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

- + **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

(**BP.AdventureFramework.Assets.**

Property Value

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

Type Description

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

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

ExaminableObject

(**BP.AdventureFramework.Assets.E**

ExaminationCallback

Empty

(**BP.AdventureFramework.Assets.E**

ExaminationResult

Get an empty description.

(**BP.AdventureFramework.Assets.E**

Declaration

(**BP.AdventureFramework.Assets.II**

IPlayerVisible

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

(**BP.AdventureFramework.Assets.II**

Identifier

Property Value

(**BP.AdventureFramework.Assets.II**

Type

Item

(**BP.AdventureFramework.Assets.II**

Description

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

(**BP.AdventureFramework.Assets.S**

+ BP.AdventureFramework.

Assets.Attributes

Methods

(**BP.AdventureFramework.Assets.**

+ BP.AdventureFramework.

GetDescription()

Assets.Characters

(**BP.AdventureFramework.Assets.**

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(**BP.AdventureFramework.Assets.**

+ BP.AdventureFramework.

Returns

Assets.Locations

(**BP.AdventureFramework.Assets.**

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

The description.

Commands

(**BP.AdventureFramework.Com**



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

↳ ConditionalDescription

↳ Character ([BP.AdventureFramework.Assets.Characters.Character.html](#))

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

↳ Description

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

↳ Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

↳ ExaminableObject

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

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

↳ ExaminationCallback

Implements

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

[\(IExaminable\)](#)

[\(IPlayerVisible\)](#)

Inherited Members

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

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

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

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

([System.Object.Equals\(system.Object\)](#))

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

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

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

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

↳ [+ BP.AdventureFramework.](#)

↳ [Assets.Attributes](#)

Syntax

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

+ [BP.AdventureFramework.](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Characters](#)

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

+ [BP.AdventureFramework.](#)

Properties

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

[+ BP.AdventureFramework.](#)

Attributes

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

Get the attribute manager for this object.

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

Declaration

+ [BP.AdventureFramework.](#)

Commands

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

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

Property Value

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

(BP.AdventureFramework.Assets.Commands)

ConditionalDescription

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

Description

Get or set this objects commands.

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

Declaration

ExaminableObject

(BP.AdventureFramework.Assets.ExaminationCallback)

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

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

Property Value

(BP.AdventureFramework.Assets.ExaminationResult)

Type

Examinable

CustomCommand

(BP.AdventureFramework.Assets.ExaminationCallback)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

Description

(BP.AdventureFramework.Assets.Identifier)

Item

Get or set a description of this object.

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.Assets.Attributes

Attributes

(BP.AdventureFramework.Assets)

Property Value

+ BP.AdventureFramework.Assets.Characters

Characters

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

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.Assets.Examination

Examination

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.Assets.Locations

Locations

(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.Assets.Commands

Commands

(BP.AdventureFramework.Assets)

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

Identifier

Gets the objects identifier.

(BP.AdventureFramework.Assets.Identifier)

Declaration

ConditionalDescription

```
public virtual Identifier { get; protected set; }
```

Description

(BP.AdventureFramework.Assets.Identifier)

Property Value

ExaminableObject

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

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

ExaminableObject

IsPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Get if PlayerVisible visible to the player.

(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration

Identifier

(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Identifier)

Size

Property Value

(BP.AdventureFramework.Assets.Identifier)

Type	Description
+ BP.AdventureFramework.	
Assets.Attributes	
(BP.AdventureFramework.Assets.Identifier)	

(BP.AdventureFramework.Assets.Identifier)

+ BP.AdventureFramework.

Methods

Characters

(BP.AdventureFramework.Assets.Characters)

Examine()

Assets.Interaction

Examine this object.

(BP.AdventureFramework.Assets.Interaction)

Declaration

+ BP.AdventureFramework.

Assets.Locations

```
public virtual ExaminationResult Examine()
```

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

ToString() Assets

Returns a string that represents the current object.

Declaration:

```
    (BP.AdventureFramework.Assets.C
     Description)
    public override string ToString()
        (BP.AdventureFramework.Assets.D
         ExaminableObject)
```

Returns: [BP.AdventureFramework.Assets.ExaminationResult](#)

Type: [ExaminationCallback](#)

(BP.AdventureFramework.Assets.ExaminationResult)
[string \(https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Description

A string that represents the current object.

Overrides: [IExaminable](#)

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

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

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

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

(BP.AdventureFramework.Assets.IPlayerVisible)

Size

(BP.AdventureFramework.Assets.SizeType)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

(**BP.AdventureFramework.Assets.ExaminationCallback**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.ExaminationCallback)

Name

Description

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

IExaminable

Type

(BP.AdventureFramework.Assets.IExaminable)

PlayerVisible

Type

(BP.AdventureFramework.Assets.PlayerVisible)

Description

ExaminationResult

Type

(BP.AdventureFramework.Assets.ExaminationResult.html)

A string representing the result of the examination.

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.Identifier.html)

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Assets.Scenes

(BP.AdventureFramework.Assets.Scenes)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members: Object

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

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

Assembly: BP_AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Assets.Attributes

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

+ **BP.AdventureFramework.**

Assets.Characters

Constructors
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

ExaminationResult(string)

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

Description

+ **BP.AdventureFramework.**

Assets.Locations

```
public ExaminationResult(string description)  
(BP.AdventureFramework.Assets)
```

+ **BP.AdventureFramework.**

Parameters

Commands

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

Conversations



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

- + **BP.AdventureFramework.**
Assets.Attributes
(BP.AdventureFramework.Assets.Attributes)
- + **BP.AdventureFramework.**
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
- + **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.Interaction)
- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Locations)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**
Conversations

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

Description

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

Declaration

(BP.AdventureFramework.Assets.C

ExaminableObject

Description { get; set; }

(BP.AdventureFramework.Assets.E

ExaminationCallback

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

(BP.AdventureFramework.Assets.E

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

(BP.AdventureFramework.Assets.I

Size

Identifier Identifier { get; set; }

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type BP.AdventureFramework.Assets.

Description

Identifier (BP.AdventureFramework.Assets.Identifier.html)

Description

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.

Examine()

+ BP.AdventureFramework.

Examine this object

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

ExaminationResult Examine()

Commands

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

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

▼

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

- + **BP.AdventureFramework.**
Assets.Attributes
(BP.AdventureFramework.Assets.Attributes)
- + **BP.AdventureFramework.**
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
- + **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.Interaction)
- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Locations)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations)

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Description:

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.C)

Syntax

ExaminableObject

(BP.AdventureFramework.Assets.E
public interface IPlayerVisible

ExaminationCallback

(BP.AdventureFramework.Assets.E

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Get (BP.AdventureFramework.Assets.II)

Item

Declaration

(BP.AdventureFramework.Assets.II

Size

bool IsPlayerVisible { get; set; }

(BP.AdventureFramework.Assets.S)

+ BP.AdventureFramework.

Properties

Assets.Attributes

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

Assets.Characters

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Properties

Assets.Interaction

(BP.AdventureFramework.Assets.I)

+ BP.AdventureFramework.

Properties

Assets.Locations

(BP.AdventureFramework.Assets.L)

+ BP.AdventureFramework.

Properties

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Properties

Conversations

(BP.AdventureFramework.Con)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

Events:
(BP.AdventureFramework.Assets.**Identifier**)
IEquatable<string> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<string
ExaminationResult
IEquatable<Identifier> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Identifier
(BP.AdventureFramework.Assets.Identifier.html)>

Inherited Members:
IPlayerVisible

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

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

Assembly: BP_AdventureFramework.dll

Syntax: **(BP.AdventureFramework.Assets.Identifier)**

+ **BP_AdventureFramework.Identifier**: public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Identifier)

Constructors:

Assets.Interaction

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

+ **BP_AdventureFramework.Identifier**:

Creates a new instance of the Identifier class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Identifier)

+ **BP_AdventureFramework.Identifier**:

public Identifier(string name)

Commands

(BP.AdventureFramework.Commands.Identifier)

Parameters

+ **BP_AdventureFramework.Identifier**:

Type Conversations

(BP.AdventureFramework.Conversations.Identifier)

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

Name	Description
name	The name.

+ **BP_AdventureFramework.Identifier**:

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value
ExaminableObject

(BP.AdventureFramework.Assets.E

ExaminationCallback

Identifier

(BP.AdventureFramework.Assets.E

Type	Description
ExaminationResult	

(BP.AdventureFramework.Assets.E

Identifier (BP.AdventureFramework.Assets.Identifier.html)

IExaminable

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

```
(BP.AdventureFramework.Assets.II
```

Size

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

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type	Description
(BP.AdventureFramework.Assets.Attributes)	

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Name

+ BP.AdventureFramework.

Get the name.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Declaration

+ BP.AdventureFramework.

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Property Value

+ BP.AdventureFramework.

Type

Commands

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

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Parameters	(BP.AdventureFramework.Assets.ExaminableObject)	Name	Description
Type	(BP.AdventureFramework.Assets.Identifier)	other	An object to compare with this object.
Returns	(BP.AdventureFramework.Assets.ExaminationResult)		
Type	Examinable	Description	
bool	(BP.AdventureFramework.Assets.Identifier)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).	

Equals(string) Framework.AdventureFramework.Assets.IAssetSize

+ **BPAdventureFramework** The part of the framework that checks if one object is equal to another object of the same type.

Assets Attributes

ASSETS.ATTRIBUTES Declaration (BP.AdventureFramework.Asse

+ BPAAdventureFramework (among other)

Assets.Characters

(BPAdventureFramework.Ass

Type	Name	Description
Assets.Interaction string (https://learn.microsoft.com/dotnet/api/system.string)	other	An object to compare with this object.

Return to the Adventure Framework

Assets.Locations

(BP.AdventureFramework.Ass
bool true (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>) if the

+ (BPSA) the current parameter is equal to the other parameter; otherwise,

Commands false (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>).
t/api/system.bool

- (BP.AdventureFramework.Com
ean)

+ BP.AdventureFramework

Conversations

Testing

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides

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

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

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

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

Identifier
(BP.AdventureFramework.Assets.Identifier)

Item
(BP.AdventureFramework.Assets.Item)

Size
(BP.AdventureFramework.Assets.Size)

ToString
(BP.AdventureFramework.Assets.ToString)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

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

Implementation

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))
IExaminableObject ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))
IIInteractable ([BP_AdventureFramework_Assets_IInteractWithItem.html](#))
IPlayerVisible

Inherited Members
↳ (BP.AdventureFramework.Assets.II)

Members

ExaminableObject.Examination

(BP_AdventureFramework_Assets_ExaminableObject.Examination) ([BP_AdventureFramework_Assets_ExaminableObject.Examination.html](#))

ExaminableObject.Identifier

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject.Identifier.html](#))

Attributes

ExaminableObject.Description

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Description) ([BP_AdventureFramework_Assets_ExaminableObject.Description.html](#))

Commands

ExaminableObject.Commands

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Commands) ([BP_AdventureFramework_Assets_ExaminableObject.Commands.html](#))

Interaction

ExaminableObject.Interaction

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Interaction) ([BP_AdventureFramework_Assets_ExaminableObject.Interaction.html](#))

Locations

ExaminableObject.Locations

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Locations) ([BP_AdventureFramework_Assets_ExaminableObject.Locations.html](#))

PlayerVisible

ExaminableObject.PlayerVisible

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.PlayerVisible) ([BP_AdventureFramework_Assets_ExaminableObject.PlayerVisible.html](#))

ReferenceEquals

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

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

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

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

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

Instructions

Conversations

+ BP_AdventureFramework.
(BP_AdventureFramework_ConversationsInstructions) ([BP_AdventureFramework_ConversationsInstructions.html](#))

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

Assembly: BP.AdventureFramework.dll

Syntax

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

ExaminableObject

Constructors

ExaminationCallback

(BP.AdventureFramework.Assets.E

Item(Identifier, Description, bool)

(BP.AdventureFramework.Assets.E

Initializes a new instance of the Item class.

Declaration

IPlayerVisible

(BP.AdventureFramework.Assets.II

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

(BP.AdventureFramework.Assets.II

Parameters

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

+ BP.AdventureFramework.

Item(string, string, bool)

(BP.AdventureFramework.Assets.II

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

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

Conversations

(BP.AdventureFramework.Com

Properties

Conversations.Instructions

Interaction

Get or set the interaction.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.ExaminationCallback)

Type ExaminationCallback

Description

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

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

IsTakeable

(BP.AdventureFramework.Assets.Item)

IPlayerVisible

Get or set if this is takeable

(BP.AdventureFramework.Assets.Item)

Declaration

(BP.AdventureFramework.Assets.Item)

Item
public bool IsTakeable { get; }
(BP.AdventureFramework.Assets.Item)

Size

Property Value

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Description

Assets.Attributes

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

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

InteractWith an item

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Parameters

Commands

Type (BP.AdventureFramework.Commands)

Name

Description

+ BP.AdventureFramework.

Assets.Item

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

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

Morph(Item)

ExaminableObject
Handle item morphing.
(BP.AdventureFramework.Assets.ExaminableObject.html)

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

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

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

Implements

BP_AdventureFramework.Assets.IInteractWithItem
Size
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)
(BP.AdventureFramework.Assets.IExaminable.html)

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

BP_AdventureFramework

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BP_AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BP_AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BP_AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BP_AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BP_AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BP_AdventureFramework.

Conversations.Instructions

Declaration

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

Property Value

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

Width

Get the width.
Declaration:
IPlayerVisible
(BP.AdventureFramework.Assets.IPlayerVisible)

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

Property Value

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

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.IAttributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.ICharacters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.ConversationsInstructions.IInstructions)

Namespace BP.AdventureFramework. Assets.Attributes

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Assets

Attribute ([BP.AdventureFramework.Attributes.Attribute.html](#))

 Provides a description of an attribute.

 - **BP.AdventureFramework.**

Assets.Attributes

AttributeManager

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

 Attribute

 Provides a class for managing attributes.

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

 AttributeManager

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

+ **BP.AdventureFramework.**

Assets.Characters

 ([BP.AdventureFramework.Attributes.Characters.Character.html](#))

+ **BP.AdventureFramework.**

Assets.Interaction

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

+ **BP.AdventureFramework.**

Assets.Locations

 ([BP.AdventureFramework.Attributes.Locations.Location.html](#))

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

(**BP.AdventureFramework.Attributes**)

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

- **BP.AdventureFramework.**

Assets.Attributes

Inherited Members

(**BP.AdventureFramework.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)))

(**BP.AdventureFramework.Attributes.Attribute**)

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

(**BP.AdventureFramework.Attributes.AttributeManager**)

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

(**BP.AdventureFramework.Attributes.AttributeManager**)

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

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

(**BP.AdventureFramework.Attributes.AttributeManager**)

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

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attributes.Characters**)

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

(BP.AdventureFramework.Attributes.html).Attributes (BP.AdventureFramework.Attributes.Attributes.html)

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Attributes.Characters**)

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public class Attribute

(**BP.AdventureFramework.Attributes.Locations**)

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Constructors**)

Attribute(string, string, int, int)

Conversations

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Conversations**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

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

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

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(**BP.AdventureFramework.Extensions**)

string

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

Interpretation

string

(**BP.AdventureFramework.Interpretation**)

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

+ **BP.AdventureFramework.**

Name	Description
name	Specify the name of the attribute.
description	Specify the description of the attribute.

Property Value

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

▼ Name

(BP.AdventureFramework.Attributes.AttributeManager)
Get the name of the attribute.

- **BP.AdventureFramework.**

Declaration

Assets.Attributes

(BP.AdventureFramework.Attributes.AttributeManager)
public string Name { get; }

Attribute

(BP.AdventureFramework.Attributes.AttributeManager)
Property Value

AttributeManager

Type **(BP.AdventureFramework.Attributes.AttributeManager)**

Description

+ **BP.AdventureFramework.**

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

Assets.Characters

(BP.AdventureFramework.Attributes.CharacterManager)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Attributes.InteractionManager)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Attributes.LocationManager)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.CommandManager)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.ConversationManager)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.InstructionManager)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.ExtensionManager)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.InterpreterManager)

+ **BP.AdventureFramework.**

Properties

(BP.AdventureFramework.Properties.PropertyManager)

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

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

Assets.Attributes

Inherited Members

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

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

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

+ **BP.AdventureFramework**

NameSpace: BP(BP.Frmw.BP.AdventureFramework) (<https://learn.microsoft.com/html/BP.AdventureFramework.html>).Assets
(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.Assets**

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public sealed class AttributeManager
(**BP.AdventureFramework.AttributeSetManager**)

+ **BP.AdventureFramework.**

Commands

Properties (<https://learn.microsoft.com/html/BP.AdventureFramework.Com>)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversation**)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**

Declaration

Conversations.Instructions

(**BP.AdventureFramework.Conversation**)
public int Count { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(**BP.AdventureFramework.Extensions**)

Type

Description

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

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

- **BP.AdventureFramework.**

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

Assets.Attributes

(BP.AdventureFramework.Assets)

Parameters

Attribute

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

Name

Description

AttributeManager

Attribute ([\(BP.AdventureFramework.Assets.Attributes.Attribute.html\)](#))

attribute

The attribute.

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

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

value

The value.

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets)

Add(String, int)

+ **BP.AdventureFramework.**

Add a value to an attribute.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

```
public void Add(string attributeName, int value)
```

Assets.Locations

(BP.AdventureFramework.Assets)

Parameters

+ **BP.AdventureFramework.**

Type

Commands

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

Name

Description

attributeName

The name of the attribute.

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

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

value

The value.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

GetAsDictionary()

+ **BP.AdventureFramework.**

Get all attributes as a dictionary.

ConversationsInstructions

(BP.AdventureFramework.ConversationsInstructions)

Declaration

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Extensions)

Returns

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Dictionary<<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>>

Description

An array of attributes.

Attribute ([\(BP.AdventureFramework.Assets.Attributes.Attribute.html\)](#)),

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

Logic

GetAttributes()

Get all attributes.

Declaration

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

Returns

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Attributes.Attribute)[]	An array of attributes.

GetValue(Attribute)

(**BP.AdventureFramework.Attributes.Attribute**)

BP.AdventureFramework.

Assets.Characters

Declaration

(**BP.AdventureFramework.Attributes.Attribute**)

+ **BP.AdventureFramework.**

Assets.Interaction

Declaration

(**BP.AdventureFramework.Attributes.Attribute**)

+ **BP.AdventureFramework.**

Assets.Locations

Declaration

Attribute (**BP.AdventureFramework.Attributes.Attribute.html**)

(**BP.AdventureFramework.Attributes.Attribute**)

Returns

+ **BP.AdventureFramework.**

Commands

Declaration

(**BP.AdventureFramework.Commands.Command**)

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

+ **BP.AdventureFramework.**

Conversations

Declaration

(**BP.AdventureFramework.Conversations.Conversation**)

+ **BP.AdventureFramework.**

Conversations.Instructions

Declaration

(**BP.AdventureFramework.Conversations.Instruction**)

+ **BP.AdventureFramework.**

Extensions

Declaration

(**BP.AdventureFramework.Extensions.Extension**)

+ **BP.AdventureFramework.**

Interpretation

Declaration

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

(**BP.AdventureFramework.Interpreter**)

Returns

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
(BP.AdventureFramework.Interpreter)	attributeName	The name of the attribute.

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

Remove(Attribute)

Remove an attribute.

- BP.AdventureFramework.

Declaration

Assets.Attributes

(BP.AdventureFramework.Attributes)

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

Attribute

(BP.AdventureFramework.Attributes.Attributes)

Parameters

AttributeManager

Type(BP.AdventureFramework.Attributes.Attributes)

Name

Description

+ BP.AdventureFramework.

Attributes

attribute

The attribute.

Assets.Characters

(BP.AdventureFramework.Attributes.Characters)

Remove(string)

BP.AdventureFramework.

Assets.Interaction

Remove an attribute.

(BP.AdventureFramework.Attributes.Interaction)

Declaration

+ BP.AdventureFramework.

Assets.Locations

```
public void Remove(string attributeName)
```

(BP.AdventureFramework.Attributes.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

Name

Description

attributeName

The name of the attribute.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Remove all attributes.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Subtract a value from an attribute.

(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

Logic

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

Parameters

Type		Name	Description
Attribute (BP.AdventureFramework.Assets.Attributes.Attribute.html)		attribute	The attribute.
- int (dotnet/api/system/int32)		value	The value.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes)

Subtract a value from an attribute.

AttributeManager

Declaration

+ BP.AdventureFramework.

```
public void Subtract(string attributeName, int value)
```

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

string (dotnet/api/system/string/dotnet/api/system/string)

- int (dotnet/api/system/int32/dotnet/api/system/int32)

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Characters.Character)

+ BP.AdventureFramework.

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

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Characters.Character)

- BP.AdventureFramework.

NonPlayableCharacter

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

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

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

Interfaces

(BP.AdventureFramework.Assets.Characters.IConverser)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Assets.Characters.IConverser)

Represents an object that can converse.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Instructions (BP.AdventureFramework.Instructions)

Class Character

Represents a generic in game character.

Filter by title

Inheritance

Assets.Attributes

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

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

- BP.AdventureFramework.

Assets.Characters

↳ NonPlayableCharacter ([BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html](#))

↳ PlayableCharacter ([BP.AdventureFramework.Assets.Characters.PlayableCharacter.html](#))

Implements

Character

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

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

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

Inherited Members

↳ NonPlayableCharacter ([BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html](#))

ExaminableObject.Examination

↳ PlayableCharacter ([BP.AdventureFramework.Assets.Characters.PlayableCharacter.html](#))

ExaminableObject.Examination

↳ NonPlayableCharacter ([BP_AdventureFramework_Assets_ExaminableObject_Examination.html](#))

+ BP.AdventureFramework.

Assets.Interaction

↳ ExaminableObject.Identifier ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

ToString ()

(BP.AdventureFramework.Assets)

ExaminableObject.Identifier

↳ ExaminableObject.Identifier ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

Defined

+ BP.AdventureFramework.

Assets.Locations

ToJSON ()

(BP.AdventureFramework.Assets)

ExaminableObject.Identifier

↳ ExaminableObject.Identifier ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

Description

ExaminableObject.Commands

↳ ExaminableObject.Commands ([BP_AdventureFramework_Assets_ExaminableObject_Commands.html](#))

Commands

ToJSON ()

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

+ BP.AdventureFramework.

ExaminableObject.Attributes

↳ ExaminableObject.Attributes ([BP_AdventureFramework_Assets_ExaminableObject_Attributes.html](#))

Conversations

↳ ExaminableObject.Examine ()

↳ ExaminableObject.Examine ()

ToJSON ()

↳ ExaminableObject.Examine () ([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#))

Examine ()

ToJSON ()

↳ ExaminableObject.Examine () ([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#))

Extensions

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

object.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)))

Interpretation

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

(BP.AdventureFramework.Interpretation)

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>)

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

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Attributes

([BP.AdventureFramework.Attributes](#))
Character : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem

- **BP.AdventureFramework.**

Assets.Characters

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

Properties

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

IConverser

Interaction

NonPlayableCharacter

Get or set the interaction.

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

PlayableCharacter

Declaration

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

+ **BP.AdventureFramework.**Interaction { get; set; }

Assets.Interaction

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

Property value

+ **BP.AdventureFramework.**

Type Description

Assets.Locations

InteractionCallback ([BP.AdventureFramework.Characters](#).Interaction.InteractionCallback.html)

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

+ **BP.AdventureFramework.**

Commands

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

Get if this character is alive.

+ **BP.AdventureFramework.**

Declaration

Conversations

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

public bool IsAlive { get; protected set; }

+ **BP.AdventureFramework.**

Conversations.Instructions

Property value

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

Type

+ **BP.AdventureFramework.**

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

Description

Extensions

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

+ **BP.AdventureFramework.**

Interpretation

Get the items this Character holds.

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

Declaration

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.Characters)

Character

AcquireItem(Item)

IConverser
Acquire an item
(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter
public virtual void AcquireItem(Item item)
(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type
(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

DequireItem(Item)

+ BP.AdventureFramework.

De- acquire an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

public virtual void DequireItem(Item item)

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type
(BP.AdventureFramework.Conversations)

Item (BP.AdventureFramework.Conversations.Item.html)

Name Description

+ BP.AdventureFramework.

Extensions

FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Find an item.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

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

Parameters

Type	Name	Description
string (BP.AdventureFramework.Assets.Attributes) (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
Item (BP.AdventureFramework.Assets.Item) (https://learn.microsoft.com/dotnet/api/system.item)	item	The item.
bool (BP.AdventureFramework.Assets.IncludeInvisibleItems) (https://learn.microsoft.com/dotnet/api/system.boolean) (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify if invisible items should be included.

Returns IConverser

Return Type [\(BP.AdventureFramework.Assets.Character\)](#)

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

+ BP.AdventureFramework.

Give(Item, Character)

(BP.AdventureFramework.Assets.Interaction)

Give an item to another in game Character.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.Location) item, Character character)

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item) (https://learn.microsoft.com/dotnet/api/system.item)	item	The item to give.
Character (BP.AdventureFramework.Assets.Character) (https://learn.microsoft.com/dotnet/api/system.character)	character	The Character to give the item to.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type	Description
bool (BP.AdventureFramework.Conversation) (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the transaction completed OK, else false.

Extensions

(BP.AdventureFramework.Extensions)

HasItem(Item, bool)

(BP.AdventureFramework.

Determines if NonPlayableCharacter has an item.

(BP.AdventureFramework.Interpreta

Declaration

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

Parameters

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

(BP.AdventureFramework.Assets.Characters)

Returns

Character

Type	Description
IConverser (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Characters)	True if the item is found, else false.

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact(item)

Interact with an item.
(BP.AdventureFramework.Assets.Commands)

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

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

Commands

(BP.AdventureFramework.Commands)

Returns

+ BP.AdventureFramework.

Type Conversations

InteractionResult

(BP.AdventureFramework.Conversations)

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

Description

The result of the interaction.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

InteractWithItem(item)

Interact with a specified item.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

ActionResult InteractWithItem(Item item)

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

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

Returns

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

- **BP.AdventureFramework.**

Kill

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

Kill the character.

Character

Declaration
(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Implements

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

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

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

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

- + **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Identifier
(BP.AdventureFramework.IExaminable)
IAssets.Characters
(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Commands
Character
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.Commands)
IExaminable.Attributes
Converser
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.Examine)
NonPlayableCharacter
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.Examine)
IPlayerVisible
PlayableCharacter
(BP.AdventureFramework.Assets.IPlayerVisible)
(BP.AdventureFramework.Assets.PlayableCharacter)

+ **BP.AdventureFramework.**

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

Assembly: BP_AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Assets.Locations
public interface IConverser : IExaminable, IPlayerVisible
(**BP.AdventureFramework.Assets.IConverser**)

+ **BP.AdventureFramework.**

Commands

Properties
Property: **BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**)

Get or set the conversation.

+ **BP.AdventureFramework.**

Declaration
Conversations.Instructions

(**BP.AdventureFramework.Con**)

Conversation Conversation { get; set; }

+ **BP.AdventureFramework.**

Extensions

Property value
(**BP.AdventureFramework.Exte**)

Type

Description

+ **BP.AdventureFramework.**

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

Interpretation

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Assets)

- BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

Character

(BP.AdventureFramework.Assets.C)

IConverser

(BP.AdventureFramework.Assets.C)

NonPlayableCharacter

(BP.AdventureFramework.Assets.C)

PlayableCharacter

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

acter_Interact_BP_AdventureFramework_Assets_Item_)

ExaminableObject.Examination

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

ExaminableObject.ToString()

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

ExaminableObject.Identifier

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

Assets.Characters

ExaminableObject.Description

(BP_AdventureFramework_Assets_Characters)

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

Character

ExaminableObject.Examine

(BP_AdventureFramework_Assets_Characters)

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

PlayableCharacter

NonPlayableCharacters

ExaminableObject.Examine

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_AttributableCharacter)

PlayableObjectCharacter

ExaminableObject.Examine

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

+ BP_AdventureFramework.

Examine

Assets.Interaction

ExaminableObject.IsPlayerVisible

(BP_AdventureFramework_Assets_Interactions)

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

Assets.Locations

(BP_AdventureFramework_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)))

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

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

(BP_AdventureFramework_Commands)

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

+ BP_AdventureFramework.

Assembly: BP.AdventureFramework.dll

(BP_AdventureFramework_Conversations)

Syntax

+ BP_AdventureFramework.

Conversations.Instructions

NonPlayableCharacter : Character, IInteractWithItem, IConverser,

(BP_AdventureFramework_Conversations)

+ BP_AdventureFramework.

Extensions

Constructors

(BP_AdventureFramework_Extensions)

+ BP_AdventureFramework.

NonPlayableCharacter(Identifier, Description, Conversation)

Interpretation

(BP_AdventureFramework_Interpretation)

Initializes a new instance of the NonPlayableCharacter class.

+ BP_AdventureFramework.

Declaration

Ionic

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

Parameters

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

NonPlayableCharacter(Identifier, Description, Conversation, bool, InteractionCallback)
(PPAdventureFramework.Actors.C

+ **BPAdventureFramework**
Initializes a new instance of the **BPAdventureFramework** class.

Initializes a new instance of the NonPlayableCharacter class.

Assets.Interaction

Declaration EBPAW

(BF) Adventure Framework

+ BPA Adventure Framework

AssetsLocations, bool isAlive, InteractionCallback interaction)
(PDAAdventureFramework Assets)

(BP.AdventureFramework.Ass

Parameters + BP.Adventure

Type	Commands	Name	Description
+ BP.AdventureFramework.	(BP.AdventureFramework.Identifier) (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
+ BP.AdventureFramework.	Conversations Description (BP.AdventureFramework.Conversation) (BP.AdventureFramework.Conversation.html)	<i>description</i>	The description of this NonPlayableCharacter.
+ BP.AdventureFramework.	Conversations.Instructions Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ BP.AdventureFramework.	Extensions bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
+ BP.AdventureFramework.	Interactions InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
+ BP.AdventureFramework.	Interpretation (BP.AdventureFramework.Interpretation)		
+ BP.AdventureFramework.	Logic		

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

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

+ **BP.AdventureFramework.**

Conversations

NonPlayableCharacter(string, string, Conversation)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

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

Extensions

(BP.AdventureFramework.Extensions)

Parameters

Type	Name	Description
Interpretation (BP.AdventureFramework.Interpretations)	<i>identifier</i>	This NonPlayableCharacter's identifier.

+ **BP.AdventureFramework.**

Ionic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of this NonPlayableCharacter.
Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.

- BP.AdventureFramework.

Assets.Characters

Properties

Character

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

Conversation

([IConverser.html](#))

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

Get or set the conversation.

NonPlayableCharacter

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

PlayableCharacter

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

public Conversation Conversation { get; set; }

+ BP.AdventureFramework.

Assets.Interaction

Properties

Type

Description

+ BP.AdventureFramework.

Assets.Locations

Implements

BP.AdventureFramework.

Commands

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

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

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

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

(**BP_AdventureFramework_Assets_Characters**)

↳ Character ([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character
↳ PlayableCharacter

(**BP_AdventureFramework_Assets_Characters_PlayableCharacter**)

Implements

IConverser

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

IIInteractWithItem ([BP_AdventureFramework_Assets_IIInteractWithItem.html](#))

PlayableCharacter

Inherited Members

(**BP_AdventureFramework_Assets_Characters_Character**)

Character.IsAlive

+ **BP_AdventureFramework.**

AssetsInteraction

(**BP_AdventureFramework_AssetsInteraction**)

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

+ **BP_AdventureFramework.**

AssetsLocations

(**BP_AdventureFramework_AssetsLocations**)

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

+ **BP_AdventureFramework.**

Commands

(**BP_AdventureFramework_AssetsCommands**)

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

(**BP_AdventureFramework_Commands**)

Character.AcquireItem(Item)

+ **BP_AdventureFramework.**

Conversations

(**BP_AdventureFramework_Conversations**)

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

Character.DeacquireItem(Item)

+ **BP_AdventureFramework.**

ConversationsInstructions

(**BP_AdventureFramework_ConversationsInstructions**)

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

Character.HasItem(Item, bool)

(**BP_AdventureFramework_ConversationsInstructions**)

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

+ **BP_AdventureFramework.**

Extensions

(**BP_AdventureFramework_Extes**)

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

Character.FindItem(string, out Item, bool)

+ **BP_AdventureFramework.**

Interpretation

(**BP_AdventureFramework_Interpretation**)

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

Character.Interact(Item)

+ **BP_AdventureFramework.**

Logic

(**BP_AdventureFramework_Logic**)

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

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

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

BP.AdventureFramework.

Assets.Characters
ExaminableObject.Description
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Descripti
Character
Exam**BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_C
Com**BP.AdventureFramework.**Assets.C
Exam**BP.AdventureFramework.**Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Pl
NonPlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attrib
PlayableCharacter
Exam**BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Ex
+ **BP.AdventureFramework.**

Assets.Interaction
ExaminableObject.ISPlayerVisible
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I
\$PlayerVisible)

+ **BP.AdventureFramework.**

Assets.Locations
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(BP.AdventureFramework.Ass
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)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(BP.AdventureFramework.Com
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

BP.AdventureFramework.

Conversations
Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

Conversations.Instructions
Conversation class: PlayableCharacter : Character, IExaminable, IPlayerVisible, IInt
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions
Constructors
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

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

+ **BP.AdventureFramework.**

Declaration

Logic
(BP.AdventureFramework.Logi

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

Parameters

Type	Name	Description
- Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This PlayableCharacter's identifier.
Assets.Characters Description (BP.AdventureFramework.Assets.Description.html) (BP.AdventureFramework.Assets.Character)	<i>description</i>	The description of the player.
Item (BP.AdventureFramework.Assets.Item.html)[]	<i>items</i>	The players items.

PlayableCharacter(string, string, params Item[])

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter
Declaration

(BP.AdventureFramework.Assets.C

+ BP.AdventureFramework.

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

Assets.Interaction

(BP.AdventureFramework.Assets.

Parameters

Type	Name	Description
Assets.Locations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Location)	<i>identifier</i>	This PlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of the player.
+ BP.AdventureFramework. Commands	<i>items</i>	The players items.

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

UseItem(item, IInteractWithItem)

Conversations.Instructions

Use item

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic

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

>Returns

Type	Description
- BP_AdventureFramework. Assets.Characters InteractionResult (BP_AdventureFramework_Assets_Interaction_InteractionResult.html)	The result of the items usage.

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

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

IExaminable
(BP_AdventureFramework_Assets_IExaminable.html)

IPlayerVisible
(BP_AdventureFramework_Assets_IPlayerVisible.html)

IInteractable
(BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html)
(BP.AdventureFramework.Assets.Characters.IInteractWithItem.html)

+ BP_AdventureFramework.

Assets.Interaction

(BP_AdventureFramework_Assets_Interaction.html)

+ BP_AdventureFramework.

Assets.Locations

(BP_AdventureFramework_Assets_Locations.html)

+ BP_AdventureFramework.

Commands

(BP_AdventureFramework_Commands.html)

+ BP_AdventureFramework.

Conversations

(BP_AdventureFramework_Conversations.html)

+ BP_AdventureFramework.

Conversations.Instructions

(BP_AdventureFramework_Conversations_Instructions.html)

+ BP_AdventureFramework.

Extensions

(BP_AdventureFramework_Extensions.html)

+ BP_AdventureFramework.

Interpretation

(BP_AdventureFramework_Interpretation.html)

+ BP_AdventureFramework.

Logic

(BP_AdventureFramework_Logic.html)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

InteractionResult

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

Assets.Characters

Represents a result of an interaction.

(BP.AdventureFramework.Assets.Characters.html)

- BP.AdventureFramework.

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

Assets.Interaction

Represents a reaction.

(BP.AdventureFramework.Assets.Interaction.html)

Condition

(BP.AdventureFramework.Assets.Interaction.html)

IInteractWithItem

Represents a result.

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

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.html)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.html)

IInteractWithItem

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

Reactions

Represents any object that can interact with an item.

(BP.AdventureFramework.Assets.IInteractWithItem.html)

ReactionResult

(BP.AdventureFramework.Assets.IInteractWithItem.html)

Result

(BP.AdventureFramework.Assets.IInteractWithItem.html)

InteractionEffect

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

Assets.Enumerations

Represents action effects.

(BP.AdventureFramework.Assets.Enumerations.html)

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

Commands

Represents reaction results.

(BP.AdventureFramework.Commands.html)

Delegates

(BP.AdventureFramework.Delegates.html)

Conversations

(BP.AdventureFramework.Conversations.html)

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

+ BP.AdventureFramework.Conditions

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractionCallback

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

Represents the callback for interacting with objects.

▼

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Assets Characters

Syntax (BP.AdventureFramework.Assets)

- **BP.AdventureFramework.**

 public delegate bool Condition()

Assets.Interaction

(BP.AdventureFramework.Assets)

Returns

Condition

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

InteractionCallback

(BP.AdventureFramework.Assets.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.IReactionResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public interface IInteractWithItem

(BP.AdventureFramework.Assets.Interaction)

Condition

(BP.AdventureFramework.Assets.Interaction.Condition)

IInteractWithItem

(BP.AdventureFramework.Assets.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.InteractionCallback)

Interact(Item)

InteractionEffect

Interact with an item.

InteractionResult

Declaration

(BP.AdventureFramework.Assets.Interaction)

Reaction

(BP.AdventureFramework.Interaction.Asset<Item>(Item item))

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Parameters

Result

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

InteractionResult

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

Description

The result of the interaction.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Condition

Parameters
 IInteractWithItem

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

InteractionEffect

Returns
 (BP.AdventureFramework.Assets.IInteractionResult)

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

ReactionResult

(BP.AdventureFramework.Assets.IReactionResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Locations

(BP.AdventureFramework.Locations)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

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

Syntax

(BP.AdventureFramework.Assets.InteractionEffect)

```
public enum InteractionEffect : uint
{
    [System.Diagnostics.DebuggerDisplay("InteractionEffect.{0}")]
    FatalEffect = 1,
    ItemMorphed = 2,
    ItemUsedUp = 3,
    NoEffect = 4,
    SelfContained = 5,
    TargetUsedUp = 6
}
```

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Locations

(BP.AdventureFramework.Locations)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

↳ Result ([BP_AdventureFramework_Assets_Interaction_Result.html](#))

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

↳ InteractionResult

Condition

Inherited Members

([BP_AdventureFramework_Assets.Result](#))

Result Description

([BP_AdventureFramework_Assets.Result](#))

InteractionCallback

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

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

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

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

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

([BP_AdventureFramework_Assets.Result](#))

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

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

Assembly: BP_AdventureFramework.dll

Syntax

BP.AdventureFramework.

Assets.Locations

public sealed class InteractionResult : Result

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

+ **BP.AdventureFramework.**

Commands

Constructors

([BP_AdventureFramework_Commands.Constructor](#))

+ **BP.AdventureFramework.**

InteractionResult(InteractionEffect, Item)

Conversations

([BP_AdventureFramework_Conversations.Conversation](#))

Initializes a new instance of the InteractionResult class.

Declarations

BP.AdventureFramework.

Conversations.Instructions

([BP_AdventureFramework_Conversations.Instruction](#))

+ **BP.AdventureFramework.**

Parameters

Extensions

Type ([BP_AdventureFramework.Extensions](#))

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

Interpretation Effect

effect	The effect of this interaction.
--------	---------------------------------

([BP_AdventureFramework_Assets.Interaction.InteractionEffect](#))

Interpretation

Declaration

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

Property Value

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

Class Reaction

Represents a reaction.

Filter by title

Inheritance

Assets.Interaction

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

↳ Reaction
Condition

Inherited Members

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

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

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

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

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

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

Reaction

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

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

Assembly: BP.AdventureFramework.dll

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

Syntax

Result

([BP.AdventureFramework.Assets.II](#))
public sealed class Reaction

+ BP.AdventureFramework.

Assets.Locations

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

Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)

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

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

Conversations

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

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

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

Type

Name

Description

+ BP.AdventureFramework.

ReactionResult

result

The result.

Extensions

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

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

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

+ BP.AdventureFramework.

Interpretation

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

description

A description of the result.

Properties

Description

Get a description of the result.



Declaration

Assets.Interaction

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

Condition

Property Value

Type	Description
IInteractWithItem (BP.AdventureFramework.Assets)	

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

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

InteractionEffect

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

Result

InteractionResult

Get the result.

Reaction

Declaration

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

ReactionResult

([BP.AdventureFramework.Assets](#)) { get; }

Result

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

Property Value

Type	Description
Assets.Locations (BP.AdventureFramework)	

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

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

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

Enum ReactionResult

Enumeration of reaction results.

 Filter by title

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

Assembly: BP.AdventureFramework.dll
Condition

Syntax
(BP.AdventureFramework.Assets.I

IInteractWithItem

(BP.AdventureFramework.Assets.I

InteractionCallback

(BP.AdventureFramework.Assets.I

InteractionEffect

(BP.AdventureFramework.Assets.I

InteractionResult

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Class Result

Represents a result.

Filter by title

Inheritance

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

object `InteractionObject` ([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 `InteractionObject(IObject)` ([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 `InteractionObject()` (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
object `GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object `GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object `MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object `ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object `Tostring()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 ↳ `(BP.AdventureFramework.Assets.IResult)`
Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets
([BP.AdventureFramework.Assets.html](#)).Interaction ([BP.AdventureFramework.Assets.Interaction.html](#))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax

`(BP.AdventureFramework.Assets.Locations)`

+ **BP.AdventureFramework.Result**

Commands

`(BP.AdventureFramework.Commands)`

Constructors

`(BP.AdventureFramework.Result)`

Conversations

`(BP.AdventureFramework.Conversations)`

+ **BP.AdventureFramework.Result**

Initializes a new instance of the `Result` class.

Conversations.Instructions

Declaration

`(BP.AdventureFramework.Result)`

+ **BP.AdventureFramework.Result**

protected `Result()`

Extensions

`(BP.AdventureFramework.Extensions)`

+ **BP.AdventureFramework.Result**

`(BP.AdventureFramework.Result)`

Properties

`(BP.AdventureFramework.InteractionResult)`

Description

`(BP.AdventureFramework.Description)`

Get the description.

Declaration

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

Property Value

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

IInteractWithItem

(BP.AdventureFramework.Assets.IInteractWithItem)
InteractionCallback
(BP.AdventureFramework.Assets.IInteractionCallback)
InteractionEffect
(BP.AdventureFramework.Assets.IInteractionEffect)
InteractionResult
(BP.AdventureFramework.Assets.IInteractionResult)
Reaction
(BP.AdventureFramework.Assets.IReaction)
ReactionResult
(BP.AdventureFramework.Assets.IReactionResult)
Result
(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

.

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets.Characters

(BP.AdventureFramework.Asset)

+ BP.AdventureFramework.

 Assets.Interaction

(BP.AdventureFramework.Asset)

- BP.AdventureFramework.

 Assets.Locations

(BP.AdventureFramework.Asset)

 Overworld

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

 Direction

 Represents an entire overworld.

 (BP.AdventureFramework.Assets.L

 Exit

 (Region)

 Matrix

 Represents a region.

 (BP.AdventureFramework.Assets.L

 Overworld

 Room

 ViewPoint

 (Region)

 Represents a room

 (BP.AdventureFramework.Assets.L

 Room

 RoomPosition

 Represents a room position.

 (BP.AdventureFramework.Assets.L

 ViewPoint

 (Region)

 Represents a view point from a room.

+ BP.AdventureFramework.

 Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

 Directions

(BP.AdventureFramework.Directions)

 Enumeration of directions.

+ BP.AdventureFramework.

 Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

 Extensions

 -- -- . . . - - - . . .

Enum Direction

Enumeration of directions.

Filter by title

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

↳ [BP.AdventureFramework](#)

Syntax

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

public enum Direction

- [BP.AdventureFramework](#).

Assets.Locations

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

Direction

(BP.AdventureFramework.Assets.L)

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

Extension Methods

+ [BP.AdventureFramework](#).Extensions.DirectionExtensions

DirectionExtensions.html#BP_AdventureFramework_Extensions_Direction

Extensions.html#BP_AdventureFramework_Assets_Locations_Direction_

+ [BP.AdventureFramework](#).

Conversations

([BP.AdventureFramework](#).Con

+ [BP.AdventureFramework](#).

Conversations.Instructions

([BP.AdventureFramework](#).Con

+ [BP.AdventureFramework](#).

Extensions

([BP.AdventureFramework](#).Ext

+ [BP.AdventureFramework](#).

Locations

([BP.AdventureFramework](#).Locat

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Assets.Interaction

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

(**BP.AdventureFramework.Assets**)

↳ Exit

Implementation

AssetsLocations

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

(**BP.AdventureFramework.Assets**)

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

Direction

Inheritance

(**BP.AdventureFramework.Assets**)

↳ Exit

ExaminableObject.Examination

(**BP.AdventureFramework.Assets**)

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

Examination

(**BP.AdventureFramework.Assets**)

ExaminableObject.ToString()

Overworld

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

ToCString

Region

ExaminableObject.Identifier

(**BP.AdventureFramework.Assets**)

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

Room

identifier

(**BP.AdventureFramework.Assets**)

ExaminableObject.Description

RoomPosition

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

(**BP.AdventureFramework.Assets**)

Description

ViewPoint

ExaminableObject.Commands

(**BP.AdventureFramework.Assets**)

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

(**BP.AdventureFramework**)

Commands

ExaminableObject.Attributes

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

(**BP.AdventureFramework**)

ExaminableObject.Examine

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

(**BP.AdventureFramework**)

ExaminableObject.IsPlayerVisible

(**BP.AdventureFramework**)

ExaminableObject.ToString()

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

(**BP.AdventureFramework**)

object.Equals(object)

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

(**BP.AdventureFramework**)

object.Equals(object, object)

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

(**BP.AdventureFramework**)

object.GetHashCode()

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

object.GetType()

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

(**BP.AdventureFramework**)

object.ReferenceEquals(object, object)

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

(**BP.AdventureFramework**)

Interpretation

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

Assembly: BP.AdventureFramework.dll

Syntax

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

+ BP.AdventureFramework.

Assets.Interaction

Constructors

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

- BP.AdventureFramework.

Exit(Direction, bool, Identifier, Description)

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

Initializes a new instance of the Exit class.

Direction
Declaration

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

Exit

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

Matrix

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

Parameters

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

Region

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

Room

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

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

Identifier (BP.AdventureFramework.Assets.Identifier.html)

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

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

Properties

(BP.AdventureFramework.Commands.Conversation.html)

+ BP.AdventureFramework.

Direction

Conversations

Get (BP.AdventureFramework.Conversation.html)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation.html)

+ BP.AdventureFramework.

Property Value

Extensions

Type (BP.AdventureFramework.Extensions.Direction.html)

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

+ BP.AdventureFramework.

Interpretation

Interpretation

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

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

Interaction

Get or set the interaction.

Declaration

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

+ BPAdventureFramework.

Property Value

Assets.Interaction

Type

(BP.AdventureFramework.Assets.

Description

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

- BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

IsLocked

Direction

Get if BPA exists in BPAdventureFramework.Assets.L

Exit

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.L

Overworld

Property Value

Region

Type

(BP.AdventureFramework.Assets.L

Description

Room

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

(BP.AdventureFramework.Assets.L

RoomPosition

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

Methods

+ BPAdventureFramework.

Interact(Item)

(BPAdventureFramework.Com

Interact with an item.

+ BPAdventureFramework.

Declaration

Conversations

(BPAdventureFramework.Con

public InteractionResult Interact(Item item)

+ BPAdventureFramework.

ParticipateInConversations.Instructions

(BPAdventureFramework.Con

Type

Name

Description

+ BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

item

The item to interact with.

Extensions

(BPAdventureFramework.Exte

+ BPAdventureFramework.

Interpretation

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

Lock()

+ BPAdventureFramework.

Lock this exit.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.

- BPAdventureFramework.

public void Lock()

Assets.Locations

(BP.AdventureFramework.Assets.

Direction

Unlock()

(BP.AdventureFramework.Assets.L

Exit

Unlock this exit.

(BP.AdventureFramework.Assets.L

Declaration

Matrix

(BP.AdventureFramework.Assets.L

ObjectWorldId Unlock()

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

Implements

(BP.AdventureFramework.Assets.I

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

RoomPosition

(BP.AdventureFramework.Assets.I

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

ViewPoint

(BP.AdventureFramework.Assets.L

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BPAdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BPAdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BPAdventureFramework.

Interpretation

Depth

Get the depth of the matrix.

Declaration

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

Assets Interaction

Property Value
Type (BP.AdventureFramework.Assets.Locations)

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

Description

(BP.AdventureFramework.Assets.Locations)

Height

Direction
(BP.AdventureFramework.Assets.Locations)

Get the height of the matrix.

Declaration
Matrix

(BP.AdventureFramework.Assets.Locations)
public int Height { get; }

Overword

(BP.AdventureFramework.Assets.Locations)

Region

Property Value
Type (BP.AdventureFramework.Assets.Locations)

Room

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

Description

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

this[int, int, int]

(BP.AdventureFramework.Assets.Locations)

© BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.** Room [this[int, int, int] x, int y, int z] { get; }

Conversations

Parameters
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Name

Description

Conversations.Instructions

x

The x position.

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

(BP.AdventureFramework.Conversations)

y

The y position.

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

+ **BP.AdventureFramework.**

z

The z position.

Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ **BP.AdventureFramework.**

Name

Description

Type

Interpretation

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

(BP.AdventureFramework.Interpretations)

The room.

Width

Get the width of the matrix.

Declaration

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

Assets Interaction

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction

Methods

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

ToRooms()

(BP.AdventureFramework.Assets.Locations)

Return this matrix as a one dimensional array of rooms.

Overworld

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

Return RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)


```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible
```

Constructors



Overworld(Identifier, Description) (BP.AdventureFramework.Assets)

Initializes a new instance of the overworld class.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

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

 Direction
 (BP.AdventureFramework.Assets.L

 Exit
Parameters

 (BP.AdventureFramework.Assets.L

Type
Matrix

Name

Description

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

 Region
 (BP.AdventureFramework.Assets.L

 Room
 (BP.AdventureFramework.Assets.L

Overworld(string, string)

 (BP.AdventureFramework.Assets.L

Initializes a new instance of the overworld class.

 RoomPosition
 (BP.AdventureFramework.Assets.L

Declaration
ViewPoint

 (BP.AdventureFramework.Assets.L

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

+ **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Com

Type

Name

Description

+ BP.AdventureFramework. string(https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier for this overworld.
+ BP.AdventureFramework. string(https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this overworld.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

CurrentRegion (BP.AdventureFramework.Exte

Get the current region.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

-- -- - . . .

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

Property Value

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

(BP.AdventureFramework.Assets.Locations.Region)

- BP.AdventureFramework.Regions

Assets.Locations

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

Declaration

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

```
Exit  
public Region[] Regions { get; }  
(BP.AdventureFramework.Assets.L.
```

Matrix

Property Value

(BP.AdventureFramework.Assets.L.

Type	Description
Overworld (BP.AdventureFramework.Assets.L.	

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

(BP.AdventureFramework.Assets.L.

Room

(BP.AdventureFramework.Assets.L.

RoomPosition

(BP.AdventureFramework.Assets.L.

ViewPoint

AddRegion(Region)

+ BP.AdventureFramework.

Add a region to this overworld.

Commands

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

```
public void AddRegion(Region region)
```

Conversations

Parameters

+ BP.AdventureFramework.

Type

Conversations.Instructions

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

(BP.AdventureFramework.Com

Name	Description
region	The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

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

Returns

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

+ BP_AdventureFramework.

Assets.Locations

```
ExaminationObject.Examine()  
(BP\_AdventureFramework\_Assets\_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)  
Direction
```

(BP.AdventureFramework.Assets.L

FindRegion(string, out Region)

(BP.AdventureFramework.Assets.L

FindRegion.

(BP.AdventureFramework.Assets.L

Declaration

OverWorld

(BP.AdventureFramework.Assets.L

Region public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Room

Parameters (BP.AdventureFramework.Assets.L

Type RoomPosition

(BP_AdventureFramework_Assets_L

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

ViewPoint

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#))

Name

Description

regionName

The regions name.

region

The region.

+ BP_AdventureFramework.

Returns

Commands

Type ([BP_AdventureFramework_Con](#)

Description

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

True if the region was found.

Conversations

(BP_AdventureFramework_Con

Move(Region)

+ BP_AdventureFramework.

Move to region

Conversations.Instructions

(BP_AdventureFramework_Con

Declaration

+ BP_AdventureFramework.

public bool Move(Region region)

Extensions

(BP_AdventureFramework_Exte

Parameters

+ BP_AdventureFramework.

Interpretation

(BP_AdventureFramework_Inter

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#))

Name

Description

region

The region to move to.

Returns

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

RemoveRegion(Region)

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Remove a region from this overworld.

BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Direction

Parameters

Exit

Type
(BP.AdventureFramework.Assets.Locations.RemoveRegion)

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

Overworld

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

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

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

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

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

RoomPosition

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

ViewPoint

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)


```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible
```

Constructors



Region(Identifier, Description)

- **BP.AdventureFramework.**

Initializes a new instance of the Region class.
Assets.Locations

Declaration
(BP.AdventureFramework.Assets.Locations.

Direction

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

Exit

Parameters
Matrix

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

(BP.AdventureFramework.Assets.Locations.

Room

Region(string, string)
RoomPosition

Initializes a new instance of the Region class.

ViewPoint

Declaration
(BP.AdventureFramework.Assets.Locations.

+ **BP.AdventureFramework.**

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

Commands

(BP.AdventureFramework.Commands
Parameters

Type	Name	Description
Conversations		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Regions identifier.
+ BP.AdventureFramework.		

Conversations.Instructions

(BP.AdventureFramework.Conversations.

Properties

Extensions

(BP.AdventureFramework.Extensions

CurrentRoom

+ **BP.AdventureFramework.**

Get the current room.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

this[int, int, int] (BP.AdventureFramework.Assets.Locations)

Get a room at a specified location.

Direction

Declaration

Exit

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

Matrix

(BP.AdventureFramework.Assets.Locations)

Parameters

Overload

Type	Name	Description
Region	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.

Property Value

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

+ BP.AdventureFramework.

Rooms

Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public int Rooms { get; }
```

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

Declaration

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

Property Value

Type	Description
- BP.AdventureFramework. bool (https://learn.microsoft.com/dotnet/api/system.boolean) Assets.Locations	

(BP.AdventureFramework.Assets.Locations)

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

(BP.AdventureFramework.Assets.Locations)

AddRoom(Room, int, int, int)

(BP.AdventureFramework.Assets.Locations)

Add **Room** to this region.

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

Type

viewPoint

(BP.AdventureFramework.Assets.Locations)

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

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

+ **BP.AdventureFramework.**

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

Commands

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

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

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

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Examine()

Extensions

Examining the object

(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.**

Interpretation

public override ExaminationResult Examine()

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Returns

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

Overrides

ExaminableObject.Examine()

(BP_AdventureFramework_Assets_ExaminableObject_Examine)
+ BP_AdventureFramework_Assets_Locations

(BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction))

(BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction))
Get an adjoining room to the Region.CurrentRoom property.
Exit

Declaration

(BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction direction))

Overworld

(BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction))

Parameters

Region

Type	Name	Description
Room (BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction)) (BP_AdventureFramework_Assets_Locations.Direction.html)	direction	The direction of the adjoining Room.

(BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction))

Returns

viewPoint

Type	Description
Room (BP_AdventureFramework_Assets_Locations.GetAdjoiningRoom(Direction)) (BP_AdventureFramework_Assets_Locations.Room.html)	The adjoining Room.

+ BP_AdventureFramework.

Commands

(BP_AdventureFramework.Commands)

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room.

(BP_AdventureFramework.Conversation)

Declaration

+ BP_AdventureFramework.

Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP_AdventureFramework.Conversation)

+ BP_AdventureFramework.

Extensions

Type
(BP_AdventureFramework.Extensions)

Direction

+ BP_AdventureFramework.

(BP_AdventureFramework_Assets_Locations.Direction.html)

Interpretation

Room
(BP_AdventureFramework_Assets_Locations.Room.html)

(BP_AdventureFramework.Interpretation)

+ BP_AdventureFramework.

Type	Name	Description
Room (BP_AdventureFramework_Assets_Locations.Room.html)	room	The room to use as the reference.

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

GetPositionOfRoom(Room)

Get the position of a room.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.LocationsGetPositionOfRoom(Room room)

Direction

Parameters

Exit

Type (BP.AdventureFramework.Assets.LocationsRegion)

Matrix

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

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Overworld

Returns

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Type Region

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Room

(BP.AdventureFramework.Assets.LocationsRoomPosition)

RoomPosition

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Parameters

Conversations

Type (BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Move(Direction)

+ BP.AdventureFramework.

Move in a direction.

Declaration

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

Parameters

Type	Name	Description
- BP.AdventureFramework. Direction (BP.AdventureFramework.Assets.Locations.Direction.html) Assets.Locations	direction	The direction to move in.

Returns

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

Matrix

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

(BP.AdventureFramework.Assets.Locations.Room.html)
Set the room to Start in.

Region

Declaration

public void SetStartRoom(Room room)
Room

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

Parameters

ViewPoint

Type	Name	Description
+ BP.AdventureFramework. Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The Room to start in.

Commands

(BP.AdventureFramework.Commands.html)

SetStartRoom(int, int, int)

Conversations

Set the room to start in.

(BP.AdventureFramework.Conversations.html)

Declaration

+ **BP.AdventureFramework.**

Conversations

Instructions

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

(BP.AdventureFramework.ConversationsInstructions.html)

+ **BP.AdventureFramework.**

Extensions

Type

Type	Name	Description
(BP.AdventureFramework.Extensions.html)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

+ **BP.AdventureFramework.**

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

Returns

- **BP.AdventureFramework.**

Type

Assets.Locations

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

Description

This region, as a 3D matrix.

Direction

(BP.AdventureFramework.Assets.L

UnlockDoorPair(Direction)

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Declaration

Overworld

(BP.AdventureFramework.Assets.L

public bool UnlockDoorPair(Direction direction)

Region

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

Type

RoomPosition

Name

Description

(BP.AdventureFramework.Assets.L

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

direction

The direction to unlock in.

ViewPoint

(BP.AdventureFramework.Assets.L

Returns

(BP.AdventureFramework.Assets.L

+ **BP.AdventureFramework.**

Type

Commands

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

(**BP.AdventureFramework.Con**)

Description

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

+ **BP.AdventureFramework.**

Implementations

(**BP.AdventureFramework.Con**)

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inte**)

+ **BP.AdventureFramework.**

Syntax

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

Constructors

- **BP.AdventureFramework.**

Assets.Locations

Room(Identifier, Description, params Exit[])
(BP.AdventureFramework.Assets.Locations)

Initializes a new instance of the Room class.

 Declaration
 Exit

 (BP.AdventureFramework.Assets.Locations)
 public Room(Identifier identifier, Description description, params Exit[] exits)

 Parameters
 Overworld

 (BP.AdventureFramework.Assets.Locations)

 Type
 Region

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

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

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

 ViewPoint

 (BP.AdventureFramework.Assets.Locations)

Room(Identifier, Description, Exit[], params Item[])
+ BP.AdventureFramework.

Initializes a new instance of the Room class.

 Declaration
 Commands

 + BP.AdventureFramework.

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

 (BP.AdventureFramework.Commands)

 + BP.AdventureFramework.

 Parameters

Conversations.Instructions

 Type
 (BP.AdventureFramework.Commands)

 Identifier (BP.AdventureFramework.Assets.Identifier.html)

 + BP.AdventureFramework.

 Extensions

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

 (BP.AdventureFramework.Extensions)

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

 + BP.AdventureFramework.

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

 Interpretation

 (BP.AdventureFramework.Interpretation)

Room(string, string, params Exit[])

 Logic

Initializes a new instance of the Room class.

Declaration

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

Parameters

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

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

Overworld

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations)

Declaration

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

```
[BP.AdventureFramework.Assets.Locations]
```

RoomPosition

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

Parameters

ViewPoint

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

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Conversations)

BP.AdventureFramework.

Characters

Extensions

Get the characters in this Room

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public NonPlayableCharacter[] Characters { get; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

PropertyValue

Logic

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

EnteredFrom

- BP.AdventureFramework.

Get which direction this Room was entered from.
Assets.Locations

Declaration

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

Direction

```
public Direction? EnteredFrom { get; }
```

Exit

Property Value

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

Matrix

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

- Overview

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

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

Region

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

Exits

Room

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

Get the exits.

RoomPosition

Declaration

```
(BP.AdventureFramework.Assets.Locations.Exit[] Exits { get; })
```

ViewPoint

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

+ BP.AdventureFramework.

Commands

Type

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

HasBeenVisited

BP.AdventureFramework.

Conversations.Instructions

Get if this location has been visited.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions)

BP.AdventureFramework.

Interpretation

Type

(BP.AdventureFramework.Interpretation)

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

+ BP.AdventureFramework.

Logic

Interaction

Get or set the interaction.

Declaration

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

- BPAdventureFramework.

Property Value

Assets.Locations

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

InteractionCallback (BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

Get a BPAdventureFramework.Assets.Locations

Overworld

Declaration

(BP.AdventureFramework.Assets.Locations)

Region

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

Room

(BP.AdventureFramework.Assets.Locations)

Parameters

RoomPosition

Type (BP.AdventureFramework.Assets.Locations)

Type	Name	Description
ViewPoint	direction	The direction of an exit.

ViewPoint

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

(BP.AdventureFramework.Assets.Locations)

+ BPAdventureFramework.

Commands

Type	Description
(BP.AdventureFramework.Commands)	Exit (BP.AdventureFramework.Assets.Locations.Exit.html)

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

+ BPAdventureFramework.

Conversations

(BPAdventureFramework.Conversations)

+ BPAdventureFramework.

Get the items in this Room.

Conversations.Instructions

Declaration

(BPAdventureFramework.Conversations.Instructions)

+ BPAdventureFramework.

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

Extensions

(BPAdventureFramework.Extensions)

Property Value

+ BPAdventureFramework.

Type (BPAdventureFramework.Extensions)

Interpretation

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

(BPAdventureFramework.Interpretation)

+ BPAdventureFramework.

Logic

UnlockedExits

Get all unlocked exits.

Declaration

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

- BPAdventureFramework.

Property Value

Assets.Locations

Type
(BPAdventureFramework.Assets.Locations)

Exit(BPAdventureFramework.Assets.Locations.Exit.html)[]
Direction

Description

(BPAdventureFramework.Assets.Locations.Exit.html)

Exit

(BPAdventureFramework.Assets.Locations.Exit.html)

Methods

(BPAdventureFramework.Assets.Locations.Exit.html)

Overworld

AddCharacter(NonPlayableCharacter)

Region

Add a character to this room

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

public void AddCharacter(NonPlayableCharacter character)

(BPAdventureFramework.Assets.Locations)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations)

+ BPAdventureFramework.

Name Description

Commands

NonPlayableCharacter

(BPAdventureFramework.Assets.Characters.NonPlayableCharacter.html)

character

The character to add.

+ BPAdventureFramework.

Conversations

AddExit(Exit)

(BPAdventureFramework.Conversation)

Add an exit to this room

+ BPAdventureFramework.

Conversations.Instructions

Declaration

(BPAdventureFramework.Conversation)

public void AddExit(Exit exit)

+ BPAdventureFramework.

Extensions

Parameters

(BPAdventureFramework.Extensions)

+ BPAdventureFramework.

Interpretation

Exit(BPAdventureFramework.Assets.Locations.Exit.html)

exit

The exit to add.

+ BPAdventureFramework.

AddItem(Item)

Log

Add an item to this room.

Declaration

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

Parameters

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

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

Test if a move is possible.
Matrix

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

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

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

Room

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Locations.Direction.html) (BP.AdventureFramework.Assets.Locations.Direction)	direction	The direction to test.

ViewPoint
Returns
(BP.AdventureFramework.Assets.Location)

Type	Description
bool Command (learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	If a move in the specified direction is possible.

+ BP.AdventureFramework.
ContainsCharacter(NonPlayableCharacter, bool)

Conversations
Get if this Room contains a character.

+ BP.AdventureFramework.
Conversations.Instructions

Declaration
(BP.AdventureFramework.Conversations.Instructions)

Parameters

+ BP.AdventureFramework.
Extensions

Parameters

(BP.AdventureFramework.Extensions)

Type	Name	Description
NoPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character.

+ BP.AdventureFramework.

Logic

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

>Returns

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

Direction

ContainsCharacter(string, bool)

Exit

Get if this Room contains a

Matrix
Declaration

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

Overworld

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

Region

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

Room

Parameters

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

Type RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

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

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

+ BP.AdventureFramework.

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

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

+ BP.AdventureFramework.

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

ContainsExit(Direction, bool)

+ BP.AdventureFramework.

Get if this Room contains an exit.

Extensions

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

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.

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

Parameters

+ BP.AdventureFramework.

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

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

Assets.Locations

Returns

+ BP.AdventureFramework.Assets.Locations

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	True if the exit exists, else false.

ContainsExit(bool)

Returns

+ BP.AdventureFramework.Assets.Locations

Overworld

Get if this Room contains an exit.

+ BP.AdventureFramework.Assets.Locations

Region

+ BP.AdventureFramework.Assets.Locations

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

RoomPosition

+ BP.AdventureFramework.Assets.Locations

ViewPoint

+ BP.AdventureFramework.Assets.Locations

bool

+ BP.AdventureFramework.

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

+ BP.AdventureFramework.Commands

+ BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

+ BP.AdventureFramework.Conversations

+ BP.AdventureFramework.Conversations

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

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

+ BP.AdventureFramework.

+ BP.AdventureFramework.Conversations

+ BP.AdventureFramework.Conversations.InteractionTarget(string)

Get the interaction target.

Extensions

+ BP.AdventureFramework.Extensions

+ BP.AdventureFramework.Extensions.InteractionTarget(string targetName)

+ BP.AdventureFramework.Interpretation

+ BP.AdventureFramework.Interpretation

Parameters

+ BP.AdventureFramework.

+ BP.AdventureFramework.Logic

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

Returns

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

Assets.Locations

(BP.AdventureFramework.Assets.ContainsItem(Item))

Direction

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

(BP.AdventureFramework.Assets.L
Declaration
Matrix)

(BP.AdventureFramework.Assets.L
public bool ContainsItem(Item item)

Overload
(BP.AdventureFramework.Assets.L
Region)

Parameters
(BP.AdventureFramework.Assets.L

Type Room

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

(BP.AdventureFramework.Assets.L
Returns ViewPoint)

Type (BP.AdventureFramework.Assets.L
+ BP.AdventureFramework)

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

Commands

(BP.AdventureFramework.Commands.ContainsItem(string, bool))

+ BP.AdventureFramework.
Get if this Room contains an item.

(BP.AdventureFramework.Commands
Declaration)

+ BP.AdventureFramework.

ConversationsInstructions(string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Commands)

Parameters

+ BP.AdventureFramework.

Type Extensions

(BP.AdventureFramework.Extensions
string)

+ BP.AdventureFramework.Extensions
Interpretation

b (BP.AdventureFramework.Interpretation
(<https://learn.microsoft.com/dotnet/api/system.boolean>))

+ BP.AdventureFramework.Logic

Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The item name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify if invisible items should be included.

Returns

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

Examine()

- **BP.AdventureFramework.**

Handle examination this Room.

Assets.Locations

Declaration

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

Direction

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

(BP.AdventureFramework.Assets.Locations)

Exit

Returns

Matrix

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

Overload

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

(BP.AdventureFramework.Assets.Locations)

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

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

(BP.AdventureFramework.Assets.Locations)

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

FindCharacter(string, out NonPlayableCharacter)

(BP.AdventureFramework.Assets.Locations)

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

+ **BP.AdventureFramework.**

Declaration

Commands

(**BP.AdventureFramework.Commands**)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(**BP.AdventureFramework.Conversations**)

Type

+ **BP.AdventureFramework.**

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

Name

Description

characterName

The character.

Conversations.Instructions

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

NonPlayableCharacter

character

The character name.

+ **BP.AdventureFramework.**

Extensions

Returns

(**BP.AdventureFramework.Extensions**)

Type

+ **BP.AdventureFramework.**

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

Description

True if the character was found.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

FindCharacter(string, out NonPlayableCharacter, bool)

Logic

Returns

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



FindInteractionTarget(string, out IInteractWithItem)

- BP.AdventureFramework.

Find an interaction target.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)  
(BP.AdventureFramework.Assets.Locations)
```

Exit

Parameters

Matrix

Type
(BP.AdventureFramework.Assets.Locations)

Name

Description

Overworld
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Assets.Locations)

targetName

The targets name.

Region

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

target

The target.

Room

Returns

Position

Type
(BP.AdventureFramework.Assets.Locations)

Description

ViewPoint

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

True if the target was found.

+ BP.AdventureFramework.

Commands

FindItem(string, out Item)

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Declarations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

String

(BP.AdventureFramework.Extensions)

Name

Description

itemName

The items name. This is case insensitive

item

The item

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

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

FindItem(string, out Item, bool)

Find an item.

- BP.AdventureFramework.

Assets Locations

(BP.AdventureFramework.Ass

```
public bool FindItem(string i  
Direction
```

Parameters

Type	Description	Name
Matrix		
string (BP.AdventureFramework.Assets.L Overload (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.L Region Item (BP.AdventureFramework.Assets.Item.html) (BP.AdventureFramework.Assets.L RoomPosition Room))	itemName	The items name.
bool (BP.AdventureFramework.Assets.L Overload (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.L RoomPosition Room))	includeInvisibleItems	Specify is invisible items should be included.

ViewPoint

Returns

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

(BP.AdventureFramework.Com)

+ BPAdventureFramework.

HasLockedExitInDirection(Direction, bool) Conversations

Get BPAAdventureFramework.com in a specified direction.

Introduction to the BI Adventure Framework

Conversations.Instructions

(BPAdventureFramework.Com) `bltInPool`.HasLockedExitDirection(Direction direction, bool includeInvisibleExits = false)

+ BP.AdventureFramework.

Extensions

Parameters

Type	Name	Description
+ BPAdventureFramework.		
Direction Interpretation (BP.AdventureFramework.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.

+ BP.AdventureFramework.

Logic

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

>Returns

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

Direction

HasUnlockedExitInDirection(Direction, bool)

Get if [BP.AdventureFramework.Assets](#) has an unlocked exit in a specified direction.

Matrix
Declaration
([BP.AdventureFramework.Assets.Locations](#))

Overworld
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)

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

Room

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

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

+ BP.AdventureFramework.

Returns

Conversations

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

BP.AdventureFramework.Conversations
bool
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Instructions
([BP.AdventureFramework.Conversations](#))

BP.AdventureFramework.

Interact(item)

Extends

Interact with an item
(**BP.AdventureFramework.Extensions**)

Declaration
+ BP.AdventureFramework.

Interpretation
public InteractionResult Interpret(Item item)
(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Parameters

Logic

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

Returns

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

(BP.AdventureFramework.Assets.Locations.MovedInto(Direction?))

Declaration
Handwritten movement into this GameLocation.
(BP.AdventureFramework.Assets.Locations.MovedInto.Direction)

Overwrote
(BP.AdventureFramework.Assets.Locations.MovedInto)

Region
Parameters
(BP.AdventureFramework.Assets.Locations.MovedInto.Parameters)

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.MovedInto.Parameters.Room)	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

RemoveCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Commands.RemoveCharacter)
Remove a character from the room.

+ BP.AdventureFramework.

Declaration
Conversations

(BP.AdventureFramework.Commands.RemoveCharacter)

public void RemoveCharacter(NonPlayableCharacter character)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters
(BP.AdventureFramework.Commands.ConversationInstructions)

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

+ BP.AdventureFramework.

RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit)
Remove an exit from the room.

+ BP.AdventureFramework.

Declaration
Logic

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

Parameters

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

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Direction

Remove an interaction target from the room.
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Exit

Declaration
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Matrix

```
public IIInteractWithItem RemoveInteractionTarget(IIInteractWithItem target)
```

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Overworld

Parameters
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Type	Name	Description
Region (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))		

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

RoomPosition

Return
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	The target removed from this room.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

(BP.AdventureFramework.Commands)

Conversations

Remove an item from the room.
(BP.AdventureFramework.Commands)

Declaration
+ BP.AdventureFramework.

Conversations.Instructions

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

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Parameters

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

SpecifyConditionalDescription(ConditionalDescription)

+ BP.AdventureFramework.

Specify a conditional description of this room.

Logic

Declaration

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

Parameters

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

Implements

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

↳ RoomPosition

Direction

Inherited Members

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

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

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

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

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

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

(BP.AdventureFramework.Assets.L

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

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

Asse

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

Constructors

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

RoomPosition(Room, int, int)

+ **BP.AdventureFramework.**

Initializes a new instance of the RoomPosition class.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

RoomPosition(room, int x, int y, int z)

Extensions

(BP.AdventureFramework.Exte

Parameters

+ **BP.AdventureFramework.**

Interpretation

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

(BP.AdventureFramework.Inter

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

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Logi

Logi

(BP.AdventureFramework.Logi

Type	Name	Description
Interpretation	room	The room/
Logic	x	The x position of the room.
Logic	y	The y position of the room.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Room)

Direction

Get the room.
(BP.AdventureFramework.Assets.Locations.Room)

Declaration

(BP.AdventureFramework.Assets.Locations.Room)

Matrix

public Room Room { get; }
(BP.AdventureFramework.Assets.Locations.Room)

Overworld

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

Type

(BP.AdventureFramework.Assets.Locations.Room)

Description

Room

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

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

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

ViewPoint

Get the X position of the room.
(BP.AdventureFramework.Assets.Locations.Room)

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Property Value

Conversations

(BP.AdventureFramework.Conversations)

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

Description

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Y BP.AdventureFramework.

Extensions

Get the Y position of the room.
(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

{ get; } (BP.AdventureFramework.Interpretation)

Property Value

(BP.AdventureFramework.Interpretation)

Logic

(BP.AdventureFramework.Logic)

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

Z

Get the Z position of the room.

Assets.Locations

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

Direction

```
public int z { get; }
```

Exit

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

Property Value

Matrix

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

Description

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

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

Region

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

Room

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

Methods

IsAtPosition(int, int, int)

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

RoomPosition

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

ViewPoint

Get if this RoomPosition is at a position.

+ BP.AdventureFramework.

Declaration

Commands

[\(BP.AdventureFramework.Commands\)](#) x, int y, int z)

+ BP.AdventureFramework.

Parameters

Conversations

```
Type (BP.AdventureFramework.Conversations)
```

Name

Description

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

x

The X position.

```
Conversations.Instructions (BP.AdventureFramework.Conversations)
```

y

The Y position.

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

z

The Z position.

+ BP.AdventureFramework.

Extensions

Returns

```
Type (BP.AdventureFramework.Extensions)
```

Description

```
+ BP.AdventureFramework.
```

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

True if this is at the position, else false.

Interpretation

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

+ BP.AdventureFramework.

Logic

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



Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction
(BP.AdventureFramework.Assets.Locations.Direction)
Exit
(BP.AdventureFramework.Assets.Locations.Exit)
Matrix
(BP.AdventureFramework.Assets.Locations.Matrix)
Overworld
(BP.AdventureFramework.Assets.Locations.Overworld)
Region
(BP.AdventureFramework.Assets.Locations.Region)
Room
(BP.AdventureFramework.Assets.Locations.Room)
RoomPosition
(BP.AdventureFramework.Assets.Locations.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.Locations.ViewPoint)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ **ViewPoint**

Inherited Members

Exit

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)))

Matrix

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)))

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

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

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

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

(**BP.AdventureFramework.Ass**

Namespace: BP (https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html).Assets

(https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html).Locations (https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html).Locations

Assets (**BP.AdventureFramework**.Assets.L

Syntax

(**BP.AdventureFramework**.Assets.L

+ **BP.AdventureFramework.**ViewPoint:

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Properties

Conversations

(**BP.AdventureFramework.Con**

Any (**BP.AdventureFramework.**

Conversations

Instructions

Get if there is a view in any direction.

(**BP.AdventureFramework.Con**

Declaration

+ **BP.AdventureFramework.**

Extensions

Any { get; }

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

AnyNotVisited

(**BP.AdventureFramework.Logi**

Type	Description
(BP.AdventureFramework.Inter	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

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

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

Exit

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

Matrix

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

Get if there is a View in any direction.

Overworld

Declaration

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

Region

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

Room

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

Property Value

RoomPosition

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

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

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

+ BP.AdventureFramework.

Commands

this[Direction]

(BP.AdventureFramework.Commands)

Get the room that lies in a specified direction.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

Type

+ BP.AdventureFramework.

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

Name

Description

direction

The direction to check.

Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ BP.AdventureFramework.

Type

Interpretation

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

Description

The room.

(BP.AdventureFramework.Interpretations)

+ BP.AdventureFramework.

Logic

NoView

(BP.AdventureFramework.Logic)

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

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

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

Exit

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

Matrix

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

Overworld

Create(Region)

Region

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

Room

Declaration

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

RoomPosition

```
public static ViewPoint Create(Region region)
```

ViewPoint

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

Parameters

Type	Name	Description
(BP.AdventureFramework.Commands)	region	The region to create the view point from.

+ BP.AdventureFramework.

Return

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	

(BP.AdventureFramework.Conversations)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ BP.AdventureFramework.

CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)
(BP.AdventureFramework.Associations)

Provides a custom command.

+ BP.AdventureFramework.

Associations

(BP.AdventureFramework.Associations)

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Represents a command.

(BP.AdventureFramework.Commands)

Delegates

CustomCommand

(BP.AdventureFramework.Commands)

CustomCommandCallback

(BP.AdventureFramework.Commands)

CustomCommandCallback (BP.AdventureFramework.Commands.CustomCommandCallback.html)

(BP.AdventureFramework.Commands)

Provides a callback for custom commands.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

BP.AdventureFramework.Ass

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

↳ CustomCommand

+ **BP.AdventureFramework.**

Implements

Assets.Locations

ICommand (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Commands.ICommand.html>)

IPlayerVisible (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.IPlayerVisible.html>)

- **BP.AdventureFramework.**

Inherited Members

Commands

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)))

CustomCommand
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)))

CustomCommandCallback

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

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

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

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

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

+ **BP.AdventureFramework.**

Conversations

Name: BP (HTML).AdventureFramework (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html>).Commands

(BP.AdventureFramework.Commands.html)

BP.AdventureFramework.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

(BP.AdventureFramework.Comma IComma, IPlayerVisible

+ **BP.AdventureFramework.**

Extensions

Constructors

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

(BP.AdventureFramework.Inte

Initializes a new instance of the CustomCommand class.

+ **BP.AdventureFramework.**

Declaration

Logic

(BP.AdventureFramework.Logi

```
public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)
```

+ **BP.AdventureFramework.**

Rendering

Parameters

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	help	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Associations.CustomCommandCallback)	callback	The callback to invoke when this command is invoked.

Assets.Locations

(BP.AdventureFramework.Associations)

- BP.AdventureFramework.Properties

Commands

(BP.AdventureFramework.Commands)

Arguments

CustomCommand

(BP.AdventureFramework.Commands.ICommand)
Get or set the arguments.

CustomCommandCallback

(BP.AdventureFramework.Commands.ICommand)

public string[] Arguments { get; set; }

+ BP.AdventureFramework.Conversations

Properties

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.Conversations.Instructions

(BP.AdventureFramework.Conversations)

BP.AdventureFramework.Extensions

Extensions

Get the help for this command.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.Interpretation

Interpretation

public CommandHelp Help { get; }

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.Logic

Logic

(BP.AdventureFramework.Logic)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.Rendering

Rendering

(BP.AdventureFramework.Rendering)

IsPlayerVisible

+ BP.AdventureFramework.Renderers

Get or set if this is visible to the player.

Rendering.FrameBuilders

Declaration

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

Property Value

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

+ BP.AdventureFramework.

Assets.Locations

Methods

- BP.AdventureFramework.

Invoke(Game)

(BP.AdventureFramework.Com

Invoke the command.

CustomCommand

Declaration ([BP.AdventureFramework.Comma](#)

CustomCommandCallback

(BP.AdventureFramework.TwoLineComma)

ICommand

(BP.AdventureFramework.Comma

Parameters

+ BP.AdventureFramework.

Type

Conversations

Game ([BP.AdventureFramework.Logic.Game.html](#))

(BP.AdventureFramework.Con

Name

Description

game

The game to invoke the command on.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type

(BP.AdventureFramework.Con

Description

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

The reaction.

+ BP.AdventureFramework.

Extensions

Implements

+ BP.AdventureFramework.

Command ([BP.AdventureFramework.Commands.ICommand.html](#))

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

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

- BP.AdventureFramework.

Commands

Parameters

(BP.AdventureFramework.Commands)

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
Game (BP.AdventureFramework.Logic.Game.html) CustomCommandCallback	arguments	The arguments to invoke the command with.

+ BP.AdventureFramework.

Returns

Conversations

Type

(BP.AdventureFramework.Conversations)

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

Description

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction to the command.
---	------------------------------

+ BP.AdventureFramework.

Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Interface ICommand

Represents a command.

Filter by title

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax

(BP.AdventureFramework.Ass

- **BP.AdventureFramework.**

public interface ICommand

Commands

(BP.AdventureFramework.Com

CustomCommand

(BP.AdventureFramework.Comma

CustomCommandCallback

(BP.AdventureFramework.Comma

ICommand

Invoke(Game)

(BP.AdventureFramework.Comma

Invoke the command.

+ **BP.AdventureFramework.**

Declarations

(BP.AdventureFramework.Con

Reaction Invoke(Game game)

+ **BP.AdventureFramework.**

Conversations.Instructions

Parameters

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

Game (BP.AdventureFramework.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

Extensions

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

Reactions

(BP.AdventureFramework.Inter

Description

The reaction.

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

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

Assets

Locations
Represents a conversation.

(BP.AdventureFramework.Ass

LogItem (BP.AdventureFramework.Conversations.LogItem.html)

Commands

Provides a container for log items.

(BP.AdventureFramework.Com

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Conversations

Represents a paragraph in a Conversation.

(BP.AdventureFramework.Con

Conversation

Response (BP.AdventureFramework.Conversations.Response.html)

ConversationActionCallback
Provides a callback for a conversation action.

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

Participant

Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

Delegates

+ BP.AdventureFramework.

ConversationsInstructions

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ Provides a callback that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

BP.AdventureFramework.

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Ass**

Inherited Members

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Com**

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

- **BP.AdventureFramework.**

Conversations

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

(**BP.AdventureFramework.Com**

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

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

(**BP.AdventureFramework.Convers**

NameSpace: BP.Bpmn.AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework.Conver**

Assembly: BP.AdventureFramework.dll

Syntax: `class Conversation`

Paragraph

(**BP.AdventureFramework.Conver**

Participant

(**BP.AdventureFramework.Conver**

Response

Constructors

(**BP.AdventureFramework.Conver**

+ **BP.AdventureFramework.**

Conversation(params Paragraph[])

(**BP.AdventureFramework.Con**

Initializes a new instance of the Conversation class.

+ **BP.AdventureFramework.**

Declaration

Extensions

(**BP.AdventureFramework.Exte**

public Conversation(params Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Type

Name

Description

+ **BP.AdventureFramework.**

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

paragraphs

The paragraphs.

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Properties

Rendering

(**BP.AdventureFramework.Re**

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

+ BP.AdventureFramework.

Property Value

Assets.Locations

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

Commands

(BP.AdventureFramework.Commands)

- Log

BP.AdventureFramework.

Conversations

Get the log.

(BP.AdventureFramework.Conversations)

Declaration

Conversation

```
public LogItem[] Log { get; }
```

ConversationActionCallback

(BP.AdventureFramework.Conversations)

Property Value

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

Participant

(BP.AdventureFramework.Conversations)

Response

Paragraphs

(BP.AdventureFramework.Conversations)

Get the current paragraph in the conversation.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

```
public Paragraph[] Paragraphs { get; }
```

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type	Description
(BP.AdventureFramework.Extensions)	

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Next(Game)

Rendering

(BP.AdventureFramework.Rendering)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

+ **BP.AdventureFramework.**

Type
Assets.Locations

Game (BP.AdventureFramework.Assets.Game.html)

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Commands

Type
(BP.AdventureFramework.Com

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

Description

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Respond(Response, Game)

Conversation

Response (BP.AdventureFramework.Convers

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Respons

Paragraph

(BP.AdventureFramework.Convers

Parameters

Participant

Type
(BP.AdventureFramework.Convers

Name

Description

Response
Response (BP.AdventureFramework.Conversations.Response.html)

response

The response.

(BP.AdventureFramework.Convers

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

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

Description

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

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

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

Syntax

Commands

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Conversations) ConversationActionCallback (BP.AdventureFramework.Conversations) LogItem (BP.AdventureFramework.Conversations) Paragraph (BP.AdventureFramework.Conversations) Participant (BP.AdventureFramework.Conversations) Response (BP.AdventureFramework.Conversations)	game	The game to invoke the callback on.

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

- **BP.AdventureFramework**

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

↳ LogItem

Commands

Inherited Members

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

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

- **BP.AdventureFramework.**

Conversations

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

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

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

↳ Conversation

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

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

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

↳ ConversationActionCallback

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

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

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

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

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

Assembly: BP.AdventureFramework.dll

Syntax: `BP.AdventureFramework.Convers`

Participant

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

↳ LogItem

Response

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

Constructors

Conversations.Instructions

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

LogItem(Participant, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the LogItem class.

Extensions

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

Parameters

+ **BP.AdventureFramework.**

Type
Logic

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

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

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

Rendering

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

+ **BP.AdventureFramework.**

Name	Description
<code>participant</code>	The participant.
<code>line</code>	The line.

Properties

Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

```
    public string Line { get; }
```

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
BP.AdventureFramework.	

Conversations

string (System.String, [microsoft.com/dotnet/api/system.string](https://docs.microsoft.com/dotnet/api/system.string))

(BP.AdventureFramework.Com

Conversation

Participant

(BP.AdventureFramework.Convers

ConversationActionCallback

Get the participant

(BP.AdventureFramework.Convers

LogItem

Declaration

(BP.AdventureFramework.Convers

Paragraph

```
public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Participant

Property (BP.AdventureFramework.Convers

Response

Type (BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

Paragraph

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

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

Conversations

(**BP.AdventureFramework.Com**

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

Conversation

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

Conversation

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

ConversationActionCallback

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

LogItem

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

LogItem

NameSpace

BP.AdventureFramework.Convers

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Conversations

Paragraph

Assembly

BP.AdventureFramework.dll

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Convers

Syntax

Participant

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Convers

Response

sealed class Paragraph

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html).Convers

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inte**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **Type:** [BP.AdventureFramework.](#)

Rendering

([BP.AdventureFramework.Renderer](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Renderer).system

m.string)

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

Type	Name	Description
+ BP.AdventureFramework.		

Name

line

Specify the line.

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.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.
+ BP.AdventureFramework. string Commands (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, ConversationActionCallback, string)

Conversation
Initializes a new instance of the Paragraph class.
(BP.AdventureFramework.Convers

Declaration
ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem
public Paragraph(string line, ConversationActionCallback action, string name = "")
(BP.AdventureFramework.Convers

Paragraph

Paragraph
(BP.AdventureFramework.Convers

Type	Name	Description
Participant (BP.AdventureFramework.Convers		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
ConversationActionCallback (BP.AdventureFramework.Convers	<i>action</i>	Specify any action to be carried out with this line.
+ BP.AdventureFramework. Conversations.ConversationActionCallb ack.html		
+ BP.AdventureFramework. Conversations.Instructions		
+ BP.AdventureFramework. Commands		
+ BP.AdventureFramework.		

Extensions

(BP.AdventureFramework.Exte

Paragraph(string, IEndOfParagraphInstruction, string)

+ BP.AdventureFramework.

Initialization
Initializes a new instance of the Paragraph class.

Interpretation
(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Parameters
Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string Commands (BP.AdventureFramework.Commands)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, string)

Conversation

Initializes a new instance of the Paragraph class.
([BP.AdventureFramework.Conversations.Paragraph.html](#))

Declaration

[\(BP.AdventureFramework.Conversations.Paragraph.cs#L11\)](#)

LogItem

public Paragraph(string line, string name = "")
([BP.AdventureFramework.Conversations.Paragraph.cs#L12](#))

Paragraph

Paragraph([BP.AdventureFramework.Conversations.Paragraph.html#L1](#))

Participant

([BP.AdventureFramework.Conversations.Paragraph.cs#L13](#))

Response

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

([BP.AdventureFramework.Conversations.Paragraph.cs#L14](#))

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

Specify the name of the paragraph.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Properties

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

BP.AdventureFramework.

Get or Set any action to carry out on this line.

Interpretation

Declaration

[\(BP.AdventureFramework.Interpretation.cs#L1\)](#)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

+ BP.AdventureFramework.

Rendering

ConversationActionCallback

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

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
ConversationActionCallback		

Declaration

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

Property Value

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

Commands

(BP.AdventureFramework.Com

Responses

- BP.AdventureFramework.

Get or set the responses, applicable to the last line.

Conversations

(BP.AdventureFramework.Con

Declaration

Conversation

p(BP.AdventureFramework.Conversations[get; set;]

ConversationActionCallback

(BP.AdventureFramework.Convers

Property Value

LogItem

Type	Description
BP.AdventureFramework.Convers	

Paragraph

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

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Intei

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

- **BP.AdventureFramework.**

ConversationsParticipant

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. (BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

Commands

(BP.AdventureFramework.Conversations)

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

↳ Response

- BP.AdventureFramework.

Inherited Members

Conversations

(BP.AdventureFramework.Conversations) ([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)))

Conversation

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

↳ (BP.AdventureFramework.Conversations)

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

↳ (BP.AdventureFramework.Conversations)

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

↳ LogItem

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

↳ (BP.AdventureFramework.Conversations)

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

Paragraph

NameSpace: BP.AdventureFramework.Conversations

(BP.AdventureFramework.Conversations.html)

Participant

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax

Response

(BP.AdventureFramework.Conversations)

public sealed class Response

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Constructors

+ BP.AdventureFramework.

Extensions

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

Initializes a new instance of the Response class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

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

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Response)

Initializes a new instance of the Response class.

Type		Name	Description
+ BP.AdventureFramework.			

String (https://learn.microsoft.com/dotnet/api/system.string)	line	The line to trigger this response.
--	------	------------------------------------

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
Commands string https://learn.microsoft.com/dotnet/api/system.string - BP.AdventureFramework.	<i>line</i>	The line to trigger this response.
Couversations IEndOfParagraphInstruction https://learn.microsoft.com/dotnet/api/system.instructions.ienndofofparagraphinstruction.html Conversation	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.ConversationActionCallback
(BP.AdventureFramework.Conversations.Instruction.IEndOfParagraphInstruction.html)

Properties

(BP.AdventureFramework.Conversations.Paragraph)
Instruction

(BP.AdventureFramework.Conversations.Participant)
Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Response

(BP.AdventureFramework.Conversations.Declaration)

+ BP.AdventureFramework.

```
public IEndOfParagraphInstruction Instruction { get; }
```

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Extensions)

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Line

+ BP.AdventureFramework.

Get the line.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

```
public string Line { get; }
```

Rendering

(BP.AdventureFramework.Rendering)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Renderer)

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

(System.String)

Description

Type	Description
(BP.AdventureFramework.Renderer)	

▼

Commands

(BP.AdventureFramework.Com)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

Conversation

(BP.AdventureFramework.Conver)

ConversationActionCallback

(BP.AdventureFramework.Conver)

LogItem

(BP.AdventureFramework.Conver)

Paragraph

(BP.AdventureFramework.Conver)

Participant

(BP.AdventureFramework.Conver)

Response

(BP.AdventureFramework.Conver)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ByCallback)

(BP.AdventureFramework.Conversations.Instructions.ByCallback.html)

Commands

An end-of-paragraph instruction that shifts paragraphs based on a callback.

(BP.AdventureFramework.Commands.ByCallback)

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations

An end-of-paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Conversations.First)

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations Instructions

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Conversations.GoTo)

Jump (BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Conversations.Jump)

An end-of-paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Conversations.Jump.ByDelta)

GoTo

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Conversations.Last)

An end-of-paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Conversations.Last)

Jump

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Conversations.Next)

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Conversations.Next)

Next

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Conversations.Previous)

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Conversations.Previous)

Repeat

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Conversations.Repeat)

An end-of-paragraph instruction that repeats.

(BP.AdventureFramework.Conversations.Repeat)

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

Extensions

An end-of-paragraph instruction that shifts paragraphs based on a name.

(BP.AdventureFramework.Extensions.ToName)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Interfaces

IEndOfParagraphInstruction

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

Represents an instruction to be carried out at the end of a paragraph.

Assets.Locations

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

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

- BP.AdventureFramework.

Conversations.Instructions

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

ByCallback

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

First

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

GoTo

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

IEndOfParagraphInstruction

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

Jump

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

Last

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

Next

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

Previous

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

Repeat

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

ToName

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

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

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

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

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

Commands

(**BP.AdventureFramework.Com** Implements

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

Implementation

Conversations

(**BP.AdventureFramework.Con**

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

- **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Con**

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

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

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

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

(**BP.AdventureFramework.Convers**

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

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

Assembly: BP.AdventureFramework.dll

IEndOfParagraphInstruction

Syntax

(BP.AdventureFramework.Convers

Jump

public sealed class ByCallback : IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

More

Constructors

(BP.AdventureFramework.Convers

Previous

ByCallback(Func<IEndOfParagraphInstruction>)

Repeat

Create a new instance of the ByCallback class.

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.** IEndOfParagraphInstruction callback)

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
Func<IEndOfParagraphInstruction> (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) >	callback	The callback that decides the instruction to use.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

Callbacks

(BP.AdventureFramework.Conversations)

Get the callback that decides the instruction to use.

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

ByCallback

Property Value
First

Type

BP.AdventureFramework.Convers

Description

GoTo
Func<IEndOfParagraphInstruction>
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
>
Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Methods

(BP.AdventureFramework.Convers

Previous

GetIndexOfNext(Paragraph[] Paragraphs)

(BP.AdventureFramework.Convers

Repeat

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

Declaration

Name
(BP.AdventureFramework.Convers

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

Paragraph
(BP.AdventureFramework.Conversations.Paragraph.html)

Name

Description

current

The current paragraph.

+ BP.AdventureFramework.

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32) Commands	The index of the next paragraph.

(BP.AdventureFramework.Com

Implementations

Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Con

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GoTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Con

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Conversations

(BP.AdventureFramework.Con

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

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)))

(BP.AdventureFramework.Con

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

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

GoTo

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

(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll

Syntax

Jump

(BP.AdventureFramework.Convers
public sealed class First : IEndOfParagraphInstruction
Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Description

(BP.AdventureFramework.

Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
BP.AdventureFramework.Inter	current	The current paragraph.

+ BP.AdventureFramework.

(BP.AdventureFramework.Conversations.Paragraph.html)

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Conversations.Commands)	The index of the next paragraph.

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

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

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Con\)](#)

↳ GoTo

+ **BP.AdventureFramework.**

Implements

Conversations

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

(BP.AdventureFramework.Con)

Inherited Members

- **BP.AdventureFramework.**

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

(BP.AdventureFramework.Conversations)

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

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

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

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

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

(BP.AdventureFramework.Conversations)

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

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

Assembly: [AdventureFramework.dll](#)

Syntax

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

Last

public sealed class GoTo : IEndOfParagraphInstruction
[\(BP.AdventureFramework.Convers](#)

Next

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

Constructors

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

Repeat

GoTo(int) [\(BP.AdventureFramework.Convers](#)

ToName

Create a new instance of the GoTo class.
[\(BP.AdventureFramework.Convers](#)

Declaration

+ **BP.AdventureFramework.**

Extensions

public GoTo(int index)

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type: [\(BP.AdventureFramework.Inter](#)

Name

Description

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

index

The index of the next paragraph.

+ **BP.AdventureFramework.**

Logic

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

Properties

Index

Get the index.



Declaration

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations

(BP.AdventureFramework.Con

- in (BP.AdventureFramework.Con

Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(BP.AdventureFramework.Convers

Parameters

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Exte

Name Description

+ in (BP.AdventureFramework.

The index of the next paragraph.

Interpretation

(BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Logic

(BP.AdventureFramework.Logi

▼

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

- **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**

ByCallback

(**BP.AdventureFramework.Conver**

First

(**BP.AdventureFramework.Conver**

GoTo

(**BP.AdventureFramework.Conver**

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conver**

Jump

(**BP.AdventureFramework.Conver**

Last

(**BP.AdventureFramework.Conver**

Next

(**BP.AdventureFramework.Conver**

Previous

(**BP.AdventureFramework.Conver**

Repeat

(**BP.AdventureFramework.Conver**

ToName

(**BP.AdventureFramework.Conver**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

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

(BP.AdventureFramework.Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions.html))

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Conversations

(BP.AdventureFramework.Conversations)

public interface IEndOfParagraphInstruction

- **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Methods

GetIndexOfNext(Paragraph, Paragraph[])

GoTo

Get the index of the next paragraph.

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Declaration

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Jump

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Last

Para

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Next

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Previous

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Repeat

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Repeat

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

forName

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

 (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

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

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Type	Name	Description
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	current	The current paragraph.
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	paragraphs	The collection of paragraphs.
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)		

+ **BP.AdventureFramework.**

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

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

+ **BP.AdventureFramework.**

Type	Description
(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)	The index of the next paragraph.

Interpretation

(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

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

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

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

↳ **BP.AdventureFramework.**
Conversations.Instructions

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

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

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

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

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

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

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

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

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

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

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Jump : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

Constructors

(BP.AdventureFramework.Conversations)

ToName

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

+ **BP.AdventureFramework.**

Create a new instance of the Jump class.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logic)	delta	The delta to shift paragraphs by.

+ **BP.AdventureFramework.**

Rendering

Properties

Delta

Get the delta.



Declaration

+ **BP.AdventureFramework.**
public int Delta { get; }

Conversations

(**BP.AdventureFramework.Conversations**)

Property Value

- **BP.AdventureFramework.**
Type

Conversations.Instructions

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

ByCallback

(**BP.AdventureFramework.Conversations**)

First

(**BP.AdventureFramework.Conversations**)

GoTo

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conversations**)

Get the index of the next paragraph.

Jump

(**BP.AdventureFramework.Conversations**)

Last

(**BP.AdventureFramework.Conversations**)

Next

(**BP.AdventureFramework.Conversations**)

Parameters

Previous

Type (**BP.AdventureFramework.Conversations**)

Repeat

Paragraph (**BP.AdventureFramework.Conversations**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

ToName

Paragraph (**BP.AdventureFramework.Conversations**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

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

(**BP.AdventureFramework.Interpretation**)

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ **BP.AdventureFramework.**

Implements

(**BP.AdventureFramework.Logging**)

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

+ **BP.AdventureFramework.**

Rendering

▼

+ **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**

- **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**

ByCallback
(**BP.AdventureFramework.Convers**
First
(**BP.AdventureFramework.Convers**
GoTo
(**BP.AdventureFramework.Convers**
IEndOfParagraphInstruction
(**BP.AdventureFramework.Convers**
Jump
(**BP.AdventureFramework.Convers**
Last
(**BP.AdventureFramework.Convers**
Next
(**BP.AdventureFramework.Convers**
Previous
(**BP.AdventureFramework.Convers**
Repeat
(**BP.AdventureFramework.Convers**
ToName
(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**
Pondering

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Conversations**

(**BP.AdventureFramework.Conversations**)

Implements

- **BP.AdventureFramework.**

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

Conversations.Instructions

Inherited from

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

Jump

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

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

Last

(**BP.AdventureFramework.Conversations**)

Syntax

Next

(**BP.AdventureFramework.Conversations**)

public sealed class Last : IEndOfParagraphInstruction

Previous

(**BP.AdventureFramework.Conversations**)

Repeat

(**BP.AdventureFramework.Conversations**)

To Name

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Extensions

(**BP.AdventureFramework.Extensions**)

Declarations

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Parameters

Logic

Type (**BP.AdventureFramework.Logic**)

Name

Description

+ **BP.AdventureFramework.**

(**BP.AdventureFramework.Conversations.Paragraph.html**)

current

The current paragraph.

(**BP.AdventureFramework.Rendering**)

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations.html)	The index of the next paragraph.

- BP.AdventureFramework.

Implementations

(BP.AdventureFramework.Conversations.html)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
ByCallback
(BP.AdventureFramework.Conversations.ByCallback.html)
First
(BP.AdventureFramework.Conversations.First.html)
GoTo
(BP.AdventureFramework.Conversations.GoTo.html)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Jump
(BP.AdventureFramework.Conversations.Jump.html)
Last
(BP.AdventureFramework.Conversations.Last.html)
Next
(BP.AdventureFramework.Conversations.Next.html)
Previous
(BP.AdventureFramework.Conversations.Previous.html)
Repeat
(BP.AdventureFramework.Conversations.Repeat.html)
ToName
(BP.AdventureFramework.Conversations.ToName.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Conversations

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

↳ Next

- **BP.AdventureFramework.**

Implements

Conversations.Instructions

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

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

Inherited Members

ByCallback

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

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

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

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

(BP.AdventureFramework.Conversations)

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

Assembly: AdventureFramework.dll

Next

Syntax

(BP.AdventureFramework.Conversations)

Previous

public sealed class Next : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)

Repeat

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Methods

+ **BP.AdventureFramework.**

Extensions

GetIndexOfNext(Paragraph, Paragraph[])
([BP.AdventureFramework.Extensions](#)) (https://learn.microsoft.com/dotnet/api/system.object.getindexofnext)

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

Interpretation

([BP.AdventureFramework.Interpretation](#)) (https://learn.microsoft.com/dotnet/api/system.object.interpretation)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Logic

Parameters

([BP.AdventureFramework.Logic](#)) (https://learn.microsoft.com/dotnet/api/system.object.logic)

Type

+ **BP.AdventureFramework.**

Paragraph

Rendering

([BP.AdventureFramework.Conversations.Paragraph](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

([BP.AdventureFramework.Rendering](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Conversations	Description
(BP.AdventureFramework.Conversations.Indices.Next) int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- BP.AdventureFramework.

Conversations.Instructions

Implementations

ByCallback	IEndOfParagraphInstruction	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Indices.ByCallback)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
First	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.First)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
GoTo	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.GoTo)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Jump	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.Jump)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Last	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.Last)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Next	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.Next)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Previous	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.Previous)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
Repeat	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.Repeat)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
ToName	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.ToName)	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)		

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

(**BP.AdventureFramework.Con**)

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

- **BP.AdventureFramework.**

↳ Previous

Conversations.Instructions

Implements

(**BP.AdventureFramework.Con**)

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

↳ ByCallback

Inherited Members

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

Final

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

(**BP.AdventureFramework.Convers**)

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

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

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

(**BP.AdventureFramework.Convers**)

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

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

Last

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

(**BP.AdventureFramework.Convers**)

Assembly:

BP.AdventureFramework.dll

Syntax

Previous

(**BP.AdventureFramework.Convers**)

```
public sealed class Previous : IEndOfParagraphInstruction
{
    public void Repeat()
    {
        // Implementation
    }
}
```

(**BP.AdventureFramework.Convers**)

ToName

(**BP.AdventureFramework.Convers**)

Methods

BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Exte**)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Interpretation

Declaration

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Logic

(**BP.AdventureFramework.Logi**)

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

Paragraph

(**BP.AdventureFramework.Ren**)

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

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- int BP.AdventureFramework .dotnet/api/system.int32)	The index of the next paragraph.

Conversations.Instructions (BP.AdventureFramework.Conversations)

Implements

By Callback

- IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
 - First
 - (BP.AdventureFramework.Conversations)
 - GoTo
 - (BP.AdventureFramework.Conversations)
 - IEndOfParagraphInstruction
 - (BP.AdventureFramework.Conversations)
 - Jump
 - (BP.AdventureFramework.Conversations)
 - Last
 - (BP.AdventureFramework.Conversations)
 - Next
 - (BP.AdventureFramework.Conversations)
 - Previous
 - (BP.AdventureFramework.Conversations)
 - Repeat
 - (BP.AdventureFramework.Conversations)
 - ToName
 - (BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **Repeat**
↳ **(BP.AdventureFramework.Conversations.Instructions.Repeat)**
↳ **(BP.AdventureFramework.Conversations.Instructions)**
↳ **(BP.AdventureFramework.Conversations)**
↳ **Implements**

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
↳ [BP.AdventureFramework.Conversations](#)
Inherited Members
First

object ([BP.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)))
↳ To
object ([BP.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)))
object ([BP.GetHashCode](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object GetType () ([System.Object.GetType](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object ReferenceEquals (object, object) ([System.Object.ReferenceEquals](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object ToString () ([System.Object.ToString](#)) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework Conversations)
Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations
(BP.AdventureFramework.Conversations.html).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

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

Syntax

(BP.AdventureFramework.Conversations)
Repeat
public sealed class Repeat : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
ToName
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Methods

Extensions

(BP.AdventureFramework.Extensions)

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

(BP.AdventureFramework.Interpretation)
Declaration

+ **BP.AdventureFramework.**

Logic int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Logic)

Parameters

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)
Paragraph

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

Rendering FrameBuilders

Type	Name	Description
(BP.AdventureFramework.Rendering) Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.Indices)

Implements

- ByCallback
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- First
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Indices.First)
- GoTo
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction.html)
- Jump
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Last
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Next
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Previous
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Repeat
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- ToName
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ BP.AdventureFramework.	object (https://learn.microsoft.com/dotnet/api/system.object)
Conversations.Instructions	
(BP.AdventureFramework.Conversations.Instructions)	
Implements	
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)	
Inherited Members	
First	
object (BP.Object (object)) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))	
To	
object (BP.Object (object)) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object))	
object (BP.HashCode) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)	
object GetType () (https://learn.microsoft.com/dotnet/api/system.object.gettype)	
object ReferenceEquals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)	
object ToString () (https://learn.microsoft.com/dotnet/api/system.object.tostring)	

(BP.AdventureFramework Conversations.Instructions)

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

Next: [BP.AdventureFramework.Conversations.Next](#)

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

Previous: [BP.AdventureFramework.Conversations.Previous](#)

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

```
public sealed class ToName : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
```

ToName

(BP.AdventureFramework.Conversations)

Constructors

+ [BP.AdventureFramework.ToName\(\)](#)

Extensions

+ [BP.AdventureFramework.Extensions.ToName\(string\)](#)

+ [BP.AdventureFramework.](#)

Create a new instance of the ToName class.

Interpretation

Declaration

(BP.AdventureFramework.Interpreters)

+ [BP.AdventureFramework.ToName\(string\)](#)

Logic

(BP.AdventureFramework.Logic)

Parameters

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

+ [BP.AdventureFramework.](#)

Rendering FrameBuilders

Properties

Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**
public string Name { get; }
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value
ByCallback

Type **BP.AdventureFramework.Conversations.Instructions**

First
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Conversations.Instructions)

GoTo
(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions)

Jump

(BP.AdventureFramework.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

Last
Get the index of the next paragraph.

Next

Declaration
BP.AdventureFramework.Conversations.Instructions

Previous

parameters **Paragraph current, Paragraph[] paragraphs**

Repeat

Parameters
ToName

Type **BP.AdventureFramework.Conversations.Instructions**

Name

Description

+ BP.AdventureFramework.

Extensions.
(BP.AdventureFramework.Conversations.Paragraph.html)

current

The current paragraph.

+ BP.AdventureFramework.

Extensions.
(BP.AdventureFramework.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

Interpretation

(BP.AdventureFramework.Interpretation)
Returns

+ BP.AdventureFramework.

Type **Logic**

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

Description

The index of the next paragraph.

+ BP.AdventureFramework.

Implementations

(BP.AdventureFramework.Renderer)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

RenderingFrameBuilders

▼

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

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

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

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

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Ren

- + **BP.AdventureFramework.**
RenderingFrameBuilders

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

DirectionExtensions

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

+ **BP.AdventureFramework.** Provides extension methods for Directions.

Conversations

([BP.AdventureFramework.Con](#)

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

+ **BP.AdventureFramework.** Provides extension methods for strings.

Conversations.Instructions

([BP.AdventureFramework.Con](#)

- **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Exte](#)

DirectionExtensions

([BP.AdventureFramework.Exten](#)

StringExtensions

([BP.AdventureFramework.Exten](#)

+ **BP.AdventureFramework.**

Interpretation

([BP.AdventureFramework.Inter](#)

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rende](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rende](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

- .

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com)
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

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

Commands

(**BP.AdventureFramework.Com**)

Inherited Members

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

Conversations

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

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

object.GetHashCode() (<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>)

Extensions

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

(**BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exte**

StringExtensions

public static bool CaseInsensitiveContains(string, string)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

Return Value Returns true if a specified substring occurs within this string. This is not case sensitive.

Rendering

Declaration (**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

Color

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

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

+ BP.AdventureFramework.**EnsureFinishedSentence(string)**

Commands

Ensure this string is a finished sentence, ending in either ?, ! or .
(BP.AdventureFramework.Con

Declaration
+ **BP.AdventureFramework.**

Conversations

public static string EnsureFinishedSentence(this string value)
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

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

- **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Exte

Type

DirectionExtensions

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

StringExtensions

(BP.AdventureFramework.Exten

= BP.AdventureFramework.**EqualsExaminable(string, IExaminable)**

Interpretation

Determine if this string equals an IExaminable.

(BP.AdventureFramework.Inte

Declaration

+ **BP.AdventureFramework.**

Logic

public static bool EqualsExaminable(this string value, IExaminable examinable)
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

Type

(BP.AdventureFramework.Ren

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

+ **BP.AdventureFramework.**

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Returns

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders.

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

Color

Description

True if this string equals the identifier, else false.

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ **BP.AdventureFramework.**

Type	Name	Description
(BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
+ BP.AdventureFramework. Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	The identifier.

Conversations

(BP.AdventureFramework.Con

Returns

Type	Description
BP.AdventureFramework.	
Conversations.Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

- **BP.AdventureFramework.**

GetObjectifier(string)

(BP.AdventureFramework.Exten

Get an objectifier for a word.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Identifier GetObjectifier(this string word)
```

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	<i>word</i>	The word.

Logic

Replaces **BP.AdventureFramework.Logi**

Type	Description
+ BP.AdventureFramework.	

Rendering

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

The objectifier.

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

IsPlural(string)

(BP.AdventureFramework.Render

Get if a word is plural.

+ **BP.AdventureFramework.**

Declaration **Rendering.FrameBuilders.**

Color

```
public static bool IsPlural(this string word)
```

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Parameters

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.

Commands

(BP.AdventureFramework.Com

IsVowel(string)

+ BP.AdventureFramework.

Conversations a vowel.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

Conversations.Instructions

(BP.AdventureFramework.Com

Parameters

- BP.AdventureFramework.

Type

Type	Name	Description
(BP.AdventureFramework.Exte		

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

value

The value to check.

DirectionExtensions

Return **BP.AdventureFramework.Exten**

StringExtensions

Type **(BP.AdventureFramework.Exten**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

LineCount(string)

+ BP.AdventureFramework.

Determine the number of lines in this string.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public static int LineCount(this string value)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

Type	Name	Description
(BP.AdventureFramework.Ren		

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

value

The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Color

Type	Description
(BP.AdventureFramework.Ren	The number of lines in the string.

+ BP.AdventureFramework.

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

+ BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com

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

Name

Description

value The string to ensure isn't finished finish.

+ BP.AdventureFramework.

Returns

Conversations

Type AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

ToDescription(string)

BP.AdventureFramework.

Extensions

Returns this string as a Description.

(BP.AdventureFramework.Exte

Declaration

DirectionExtensions

(BP.AdventureFramework.Exten

```
public static Description ToDescription(this string value)
```

StringExtensions

(BP.AdventureFramework.Exten

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inte

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

Name

Description

value The value.

+ BP.AdventureFramework.

Returns

Logic

Type AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

ToIdentifier(string)

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

```
public static Identifier ToIdentifier(this string value)
```

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

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

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

+ BP.AdventureFramework.

Commands

ToSentenceCase(string) Com

+ BP.AdventureFramework.

Convert a string to sentence case.

Conversations

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Sentences.Instructions

(BP.AdventureFramework.Com

Parameters

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

Returns

Type	Description
StringExtensions	The word in sentence case.

+ BP.AdventureFramework.

Interpretation

ToSpeech(string) Inter

+ BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

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

Returns

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Description
Color (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
 - DirectionExtensions
(**BP.AdventureFramework.Exten**)
 - StringExtensions
(**BP.AdventureFramework.Exten**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Provides help for a command.

Conversations

(BP.AdventureFramework.Con)

CustomCommandInterpreter

+ BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

Conversations.Instructions

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

InterpretationResult

Extensions

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

(BP.AdventureFramework.Exte

Represents the result of an interpretation.

- BP.AdventureFramework.

Interfaces

(BP.AdventureFramework.Inter

CommandHelp

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

CustomCommandInterpreter

Represents a command interpreter that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

Commands

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

↳ CommandHelp

+ BP.AdventureFramework.

Implements

Conversations

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

([BP.AdventureFramework.Con](#)
(BP.AdventureFramework.Interpretation.CommandHelp.html)>

+ BP.AdventureFramework.

Inherited Members

Conversations.Instructions

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

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

Extensions

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

([BP.AdventureFramework.Exte](#)

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

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

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

BP.AdventureFramework.

Interpretation

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

([BP.AdventureFramework.Inter](#)

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#)
public sealed class CommandHelp : IEquatable<CommandHelp>
Interpreter

([BP.AdventureFramework.Interpret](#)

InterpretationResult

([BP.AdventureFramework.Interpret](#)

Constructors

+ BP.AdventureFramework.

Logic

CommandHelp(string, string)

([BP.AdventureFramework.Logi](#)

Initializes a new instance of the CommandHelp class.

+ BP.AdventureFramework.

Declaration:

Rendering

([BP.AdventureFramework.Ren](#)

public CommandHelp(string command, string description)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

([BP.AdventureFramework.Ren](#)

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders.

Color

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

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

Properties

Command

Get the command.

Declaration

Commands

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Property Value

Conversations

Type	Description
(BP.AdventureFramework.Con)	

+s (BP.AdventureFramework.Con) /dotnet/api/system.string)

Conversations.Instructions

(BP.AdventureFramework.Con)

Description

(BP.AdventureFramework.)

Extensions

Get the description of the command.

(BP.AdventureFramework.Exte

Declaration

- BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Intei

Property Value Help

Type	Description
(BP.AdventureFramework.Interpret	

CustomCommandInterpreter

string (BP.AdventureFramework.CommandInterpret /dotnet/api/system.string)

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Methods

+ BP.AdventureFramework.

Logic

Equals(CommandHelp)

(BP.AdventureFramework.Logi

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

+ BP.AdventureFramework.

Declaration

Rend

public bool Equals(CommandHelp other)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Declaration

RenderingFrameBuilders

(BP.AdventureFramework.Interpretation.CommandHelp.html)

Color

(BP.AdventureFramework.Ren

Type	Name	Description
CommandHelp	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).

Commands

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

Implements

Conversations

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

[\(BP.AdventureFramework.Commands\)](#)

+ BP.AdventureFramework.

Conversations.Instructions

[\(BP.AdventureFramework.Conversations.Instructions\)](#)

+ BP.AdventureFramework.

Extensions

[\(BP.AdventureFramework.Extensions\)](#)

- BP.AdventureFramework.

Interpretation

[\(BP.AdventureFramework.Interpretation\)](#)

CommandHelp

[\(BP.AdventureFramework.Interpretation.CommandHelp\)](#)

CustomCommandInterpreter

[\(BP.AdventureFramework.Interpretation.CustomCommandInterpreter\)](#)

IInterpreter

[\(BP.AdventureFramework.Interpretation.IInterpreter\)](#)

InterpretationResult

[\(BP.AdventureFramework.Interpretation.InterpretationResult\)](#)

+ BP.AdventureFramework.

Logic

[\(BP.AdventureFramework.Logic\)](#)

+ BP.AdventureFramework.

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

+ BP.AdventureFramework.

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.FrameBuilders.Color\)](#)

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

+ BP.AdventureFramework.

Implements

Conversations

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

([BP.AdventureFramework.Con](#)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Con](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Exte](#)

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](#))

Interpretation

NameSpace: BP ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation
([BP.AdventureFramework.Interpretation.html](#))

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#)

public class CustomCommandInterpreter : IInterpreter

([BP.AdventureFramework.Interpret](#)

InterpretationResult

([BP.AdventureFramework.Interpret](#)

Properties

Framework.

Logic

([BP.AdventureFramework.Logi](#)
SupportedCommands

+ BP.AdventureFramework.

Get an array of all supported commands.

Rendering

Declaration:

([BP.AdventureFramework.Ren](#)

+ BP.AdventureFramework.

public CommandHelp[] SupportedCommands { get; }

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))[]

Color

([BP.AdventureFramework.Ren](#)

Color

</div

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration
↓
Parameters

Commands

(BP.AdventureFramework.Con) GetContextualCommandHelp(Game game)

+ BP.AdventureFramework.

Parameters

Conversations

Type (BP.AdventureFramework.Con)

Name

Description

+ BP.AdventureFramework.Logic.Game.html

game

The game.

Conversations.Instructions

Return (BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

Description

(BP.AdventureFramework.Exte

The contextual help.

- BP.AdventureFramework.

Interpret(string, Game)

(BP.AdventureFramework.Interp

Interpret a string.

CommandHelp

Declaration

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

Parameters

InterpretationResult

Type (BP.AdventureFramework.Interpret

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string)

input

The string to interpret.

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Description

The result of the

interpretation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Implements

+ BP.AdventureFramework.

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

Rendering.FrameBuilders

Color

(BP.AdventureFramework.Ren

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interp)

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Conversations

public interface IInterpreter
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

SupportedCommands
(BP.AdventureFramework.Exte

Get an array of all supported commands.

- **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inter

CommandHelp[] SupportedCommands { get; }

CommandHelp
(BP.AdventureFramework.Interpret

Property Value

(BP.AdventureFramework.Interpret

Type
IInterpreter

Description

CommandHelp (BP.AdventureFramework.Interpret

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

GetContextualCommandHelp(Game)

Rendering

Get contextual command help for a game, based on its current state.

(BP.AdventureFramework.Ren

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

CommandHelp[] GetContextualCommandHelp(Game game)

(BP.AdventureFramework.Ren

Partners

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Color)

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Com

+ BP.AdventureFramework. Interpret(string, Game)

Conversations

InterpretationResult
(BP.AdventureFramework.Com

Deserialization
+ BP.AdventureFramework.

Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
BP.AdventureFramework.Exte		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

- BP.AdventureFramework.

Interpretation
(BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Inter

Returns

CommandHelp

Type	Description
(BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

InterpretationResult

(BP.AdventureFramework.Interpret
Interpreter)

The result of the

interpretation.

(BP.AdventureFramework.Inter

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ InterpretationResult

+ BP.AdventureFramework.

Inherited Members

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))

+ BP.AdventureFramework.

ConversationsInstructions

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)

+ BP.AdventureFramework.

Extensions

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.InterpretationResult)

CommandHelp

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

CustomCommandInterpreter

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

IInterpreter

Constructors

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

InterpretationResult

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

InterpretationResult(bool, ICommand)

+ BP.AdventureFramework.

Initializes a new instance of the InterpretationResult class.

Logic

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

+ BP.AdventureFramework.

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

Rendering

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

Parameters

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

([https://learn.microsoft.com/dotnet/api/system.boolean\)](https://learn.microsoft.com/dotnet/api/system.boolean)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Color

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Properties

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Command

(BP.AdventureFramework.Com

Get the command.

+ BP.AdventureFramework.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

PUBLIC ICommand Command { get; }

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Type

Description

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Fail

(BP.AdventureFramework.Interpret

Get a default result for failure.

CustomCommandFailure

Declaration

Interpreter

(BP.AdventureFramework.Interpret

public static InterpretationResult Fail { get; }

InterpretationResult

(BP.AdventureFramework.Interpret

Property Value

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

WasInterpretedSuccessfully

(BP.AdventureFramework.Render

Successful

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Property Value

(BP.AdventureFramework.Render

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

Conversations

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Con)

Represents the result of an end check.

+ BP.AdventureFramework.

Conversations Instructions

Game (BP.AdventureFramework.Logic.Game.html)

(BP.AdventureFramework.Con)

Represents the structure of the game

+ BP.AdventureFramework.

Extensions

EFTUNS

(BP.AdventureFramework.Exte

BP.AdventureFramework

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Intei

BP.AdventureFramework

GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

Delegates

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

PlayerCreationCallback

Rendering

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Render

Represents a callback for Player creation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

▼

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Conversations.Instructions

Syntax

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**EndCheckResult EndCheck(Game game)

Extensions

(BP.AdventureFramework.Exte

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Interpretation)	game	The game to check for end.

Returns

- **BP.AdventureFramework.**

Type	Description
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

(BP.AdventureFramework.Logic.ExitMode.html)

Game

(BP.AdventureFramework.Logic.Game.html)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

GameState

(BP.AdventureFramework.Logic.GameState.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ EndCheckResult

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Logic)

```
EndCheck  
public class EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)
```

EndCheckResult

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

Example

Game

EndCheckResult(bool, string, string)

GameCreationCallback

Initializes a new instance of the EndCheckResult class.

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

GameState

```
(BP.AdventureFramework.Logic.GameState)
```

OverworldCreationCallback

```
public EndCheckResult(bool hasEnded, string title, string description)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

Para

```
(BP.AdventureFramework.Logic.PlayerCreationCallback)
```

+ **BP.AdventureFramework.**

Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

hasEnded

If the game has ended.

(BP.AdventureFramework.Rendering)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

A title to describe the end.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description of the end.

(BP.AdventureFramework.Rendering)

Properties

Description

Get a description of the end.

Declaration

Conversations

(BP.AdventureFramework.Conversation;)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Conversation;)

Description

+ BP.AdventureFramework.

String (https://api.dotnetfiddle.com/dotnet/api/system.string)

Extensions

(BP.AdventureFramework.Extensions;)

HasEnded

+ BP.AdventureFramework.

Interpretation

Get if the game has come to an end.

(BP.AdventureFramework.Interpretation;)

Declaration

- BP.AdventureFramework.

Logic bool HasEnded { get; }

(BP.AdventureFramework.Logic;)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck;)

Description

Type EndCheckResult

bool (https://api.dotnetfiddle.com/dotnet/api/system.boolean)

ExitMode

(BP.AdventureFramework.Logic.ExitMode;)

Game

NotEnded

(BP.AdventureFramework.Logic.GameNotEnded;)

GameCreationCallback

Get a default result for not ended.

(BP.AdventureFramework.Logic.GameCreationCallback;)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState;)

OverworldCreationCallback

PlayerCreationCallback

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback;)

+ BP.AdventureFramework.

Rendering

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Description

(BP.AdventureFramework.Rendering;)

+ BP.AdventureFramework.

Title

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders;)

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.Logic (BP.AdventureFramework.Logic)	
EndCheck (BP.AdventureFramework.Logic.EndCheck) EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult) ExitMode (BP.AdventureFramework.Logic.ExitMode) Game (BP.AdventureFramework.Logic.Game) GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback) GameState (BP.AdventureFramework.Logic.GameState) OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback) PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

**(BP.AdventureFramework.Con
Syntax)**

+ **BP.AdventureFramework.**

public enum ExitMode

Extensions
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

Fields
(BP.AdventureFramework.Inter

Name	Description
ExitApplication	Exit the application.
ReturnToTitleScreen	Return to the title screen.

- **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
ReturnToTitleScreen
EndCheck
(BP.AdventureFramework.Logic.E
EndCheckResult
(BP.AdventureFramework.Logic.E
ExitMode
(BP.AdventureFramework.Logic.Ex
Game
(BP.AdventureFramework.Logic.Ga
GameCreationCallback
(BP.AdventureFramework.Logic.Ga
GameState
(BP.AdventureFramework.Logic.Ga
OverworldCreationCallback
(BP.AdventureFramework.Logic.Ov
PlayerCreationCallback
(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Class Game

Represents the structure of the game

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Game

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**

Extensions

[\(BP.AdventureFramework.Extensions\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Logic**)

NameSpace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BPAdventureFramework.dll

Syntax

Logic

(BP.AdventureFramework.Logic)

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.Error)
    EndCheckResult
    (BP.AdventureFramework.Logic.Error)
}
```

Fields

(**BP.AdventureFramework.Logic.Game**)

GameCreationCallback

Get the default error prefix

(**BP.AdventureFramework.Logic.Game**)

GameState

Declaration

(**BP.AdventureFramework.Logic.Game**)

OverworldCreationCallback

```
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

FieldValue

(**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**

Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Rendering**)

Description

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Properties

ActiveConverser

Get the active converser.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Type

Description

+ BP.AdventureFramework.Conversations.Instructions

Extensions

(BP.AdventureFramework.Extensions)

Author

+ BP.AdventureFramework.

Interpretation

Get or set the name of the author.

(BP.AdventureFramework.Interpretation)

Declaration

- BP.AdventureFramework.

Logic

string Author { get; set; }

(BP.AdventureFramework.Logic)

Property Value

EndCheck

Type (BP.AdventureFramework.Logic.EndCheck)

Description

EndCheckResult

string EndCheckResult { get; }

Type string

(https://learn.microsoft.com/en-us/dotnet/api/system.string)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

DefaultInterpreter

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

Get the default interpreter.

(BP.AdventureFramework.Logic.GameCreationCallback)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

Player DefaultInterpreter { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.Player)

Type

+ BP.AdventureFramework.

Description

Rendering

(BP.AdventureFramework.Rendering.IInterpreter)

(BP.AdventureFramework.Rendering.IRendering)

+ BP.AdventureFramework.

DefaultSize

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.DefaultSize)

Get the default size.

Declaration

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (https://learn.microsoft.com/dotnet/api/system.size.html) (BP.AdventureFramework.Conversations)	

+ BP.AdventureFramework.

Conversations

Instructions (BP.AdventureFramework.Conversations)

Get the description.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions) public string Description { get; }

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation) Type

- BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string](#))
Logic

(BP.AdventureFramework.Logic)

DisplayCommandListInSceneFrames

(BP.AdventureFramework.Logic.ErrorCheck)

Get or set if the command list is displayed in scene frames.

(BP.AdventureFramework.Logic.ErrorCheck)

Declaration

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

public bool DisplayCommandListInSceneFrames { get; set; }

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Type

GameState

(BP.AdventureFramework.Logic.GameCreationCallback)

bool ([https://learn.microsoft.com/dotnet/api/system.boolean](#))
OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

(BP.AdventureFramework.Logic.PlayerCreationCallback)

BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

Conversations

Property Value
(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Name

Extensions

Get **(BP.AdventureFramework.Extensions)**

BP.AdventureFramework.

Interpretation

public string Name { get; }

- **BP.AdventureFramework.**

Property Value
Logic

Type **(BP.AdventureFramework.Logic)**

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

(BP.AdventureFramework.Logic.EndGame)

Overworld

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Get the overworld.

Game

Declaration
(BP.AdventureFramework.Logic.Game)

GameCreationCallback

p(BP.AdventureFramework.Logic.Game) get; }

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value
OverworldCreationCallback

Type **(BP.AdventureFramework.Logic.OverworldCreationCallback)**

Description

PlayerCreationCallback

Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

Player

(BP.AdventureFramework.Rendering.Player)

Get the player.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

Conversations

(BP.AdventureFramework.Conversations)

SceneMapKeyFramework.

Conversations.Instructions

Get or set the type of key to use on the scene map.

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Type

(BP.AdventureFramework.Interpretation)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Methods

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

Create(string string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.ExGame)

Create a new callback for generating instances of a game.

Game

Declaration

GameCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
BP.AdventureFramework.Logic.PlayerCreationCallback	name	The name of the game.
String	introduction	An introduction to the game.
(https://docs.microsoft.com/dotnet/api/system.string)	description	A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework.Conversations EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework.Conversations.Instructions EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
GameCreationCallback + BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheckSize, FrameBuilderCollection, ExitMode, string, Interpreter)

(BP.AdventureFramework.Logic.EndCheckResult)
Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, GameCreationCallbackCollection frameBuilders, ExitMode exitMode, string errorPrefix, Interpreter interpreter)
{
    GameState gameState;
    (BP.AdventureFramework.Logic.GameCreationCallback)gameState = new GameCreationCallback();
    gameState.Parameters.OverworldCreationCallback = overworldGenerator;
}
```

Type	Name	Description
PlayerCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html) + BP.AdventureFramework	<i>completionCondition</i>	The callback used to check game completion.
Conversations.Instructions (BP.AdventureFramework.Conversations.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
+ BP.AdventureFramework Assets.Size.html	<i>displaySize</i>	The display size.
Extensions FrameBuilderCollection (BP.AdventureFramework.Extensions.FrameBuilders.FrameBuilderCollection.html) + BP.AdventureFramework	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
Interpretation (BP.AdventureFramework.Interpretation.ExitMode.html)	<i>exitMode</i>	The exit mode.
- BP.AdventureFramework (https://learn.microsoft.com/dotnet/api/system.string.Logic)	<i>errorPrefix</i>	A prefix to use when displaying errors.
Logic IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html) EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>interpreter</i>	The interpreter.

Type	Description
ExitMode (BP.AdventureFramework.Logic.ExitMode)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

DisplayAbout() (BP_AdventureFr

```
    OverworldCreationCallback  
    (RPGAdventureFramework.Logic.Ov  
Display the about Name.  
    PlayerCreationCallback  
Declaration  
    RPGAdventureFramework.Logic Pl
```

- + **BPAdventureFramework**
public void DisplayAbout()
Rendering
(BP.AdventureFramework.R...

+ BPAdventureFramework.
DisplayHelp()
Rendering.FrameBuilders
Display the help from
(BPAdventureFramework.Render)

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Conversations

Display the map frame.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

Conversations Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Extensions

DisplayTransition(string, string)

(**BP.AdventureFramework.Exte**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

Logic

Parameters

(**BP.AdventureFramework.Logi**)

Type

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.E**)

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.Er**)

ExitMode

(**BP.AdventureFramework.Logic.Ex**)

Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.Ga**)

Execute a game

GameCreationCallback

(**BP.AdventureFramework.Logic.Ga**)

Declaration

GameState

(**BP.AdventureFramework.Logic.Ga**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.Ov**)

Parameters

PlayerCreationCallback

(**BP.AdventureFramework.Logic.Pla**)

Type

(**BP.AdventureFramework.Logic.Pla**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Logic.GameCreationCallback.html**)

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

FindInteractionTarget(string)

(**BP.AdventureFramework.Render**)

Name	Description
<i>title</i>	The title.
<i>message</i>	The message.

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Conversations	Type	Name	Description
(BP.AdventureFramework.Conversations)	(BP.AdventureFramework.Conversations)	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

Returns

(BP.AdventureFramework.Conversations)	Type	Description
(BP.AdventureFramework.IInteractWithItem)	(BP.AdventureFramework.IInteractWithItem)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

Gets all examinables currently visible to the player.

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic.Examinable[] GetAllPlayerVisibleExaminables())

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheckResult)

Returns

(BP.AdventureFramework.Logic.EndCheckResult)

Type	ExitMode	Description
IExaminable	(BP.AdventureFramework.Logic.ExitMode.Game)	An array of all examinables that are currently visible to the player.

(BP.AdventureFramework.Logic.Game)

(BP.AdventureFramework.Logic.GameCreationCallback)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameStateCreationCallback)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.Renderer)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilder)

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

public delegate Game GameCreationCallback()

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

(BP.AdventureFramework.Inter

Game (BP.AdventureFramework.Logic.Game.html)

Description

A game created by the callback.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Conversations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

Conversations

PUBLIC C#11

Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

Fields

(BP.AdventureFramework.Exte

Name	Description
Interpretation	
Active	Active.
Logic	
NotStarted	Not started.

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

public delegate Overworld OverworldCreationCallback()

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

Description

(BP.AdventureFramework.Inter

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

A generated Overworld.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

public delegate PlayableCharacter PlayerCreationCallback()

Extensions

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Description

Interpretation

(BP.AdventureFramework.Inte

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

A generated Player.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ BP.AdventureFramework.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Fields

(**BP.AdventureFramework.Con**

Name Description

+ **BP.AdventureFramework.**

Dynamic Dynamic key, only show relevant key items.

Extensions

Full Full key

(**BP.AdventureFramework.Exte**

None

No key.

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Ren**

KeyType

(**BP.AdventureFramework.Renderin**

RegionMapMode

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(**BP.AdventureFramework.Con**

Name

Description

+ **BP.AdventureFramework.**

Detailed Shows rooms at a detailed level.

Extensions

Dynamic

Dynamic region map - uses detailed if there is room, else map will be undetailed.

(**BP.AdventureFramework.Exte**

Undetailed

Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Ren**

KeyType

(**BP.AdventureFramework.Renderin**

RegionMapMode

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

+ BP.AdventureFramework.

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.
+ BP.AdventureFramework.

Interpretation

FrameBuilderCollectionsInter

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

} BP.AdventureFramework.

Logic

Provides a container from frame builder collections.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Ren

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Ren

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Renderin

FrameBuilderCollection

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

tml)

ICompletionFrameBuilder

Represents any object that can build completion frames.

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

GameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

Represents any object that can build conversation frames.

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

GameOverFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

)

IRoomMapBuilder

(BP.AdventureFramework.Renderin

Represents any object that can build game over frames.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

Extensions

Represents any object that can build region maps.

(BP.AdventureFramework.Exte

IRegionMapViewBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapViewBuilder.html)

I (BP.AdventureFramework.Inte

Represents any object that can build region map frames.

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

(BP.AdventureFramework.Render

ISceneFrameBuilder

BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Rendering.FrameBuilders

Represents any object that can build scene frames.

(BP.AdventureFramework.Render

FrameBuilderCollection

ITitleFrameBuilder

BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderin

Represents any object that can build title frames.

GridStringBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ICompletionFrameBuilder

Represents any object that can build transition frames.

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapViewBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ FrameBuilderCollection

(**BPAdventureFramework.Extensions**)

Inherited Members

+ **BPAdventureFramework**

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)))

↳ **Interpretation**

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>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ **Rendering**

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders>)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

Rendering.FrameBuilders

(**BPAdventureFramework.Render**)

```
public class FrameBuilderCollection : FrameBuilderCollection
```

 ↳ **BPAdventureFramework.Render**

 ↳ FrameBuilderCollections

 ↳ **BPAdventureFramework.Render**

 ↳ GridStringBuilder

 ↳ **BPAdventureFramework.Render**

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

 ↳ **BPAdventureFramework.Render**

Initializes a new instance of the FrameBuilderCollection class.

 ↳ **BPAdventureFramework.Render**

 ↳ DeclarationOverFrameBuilder

 ↳ **BPAdventureFramework.Render**

 ↳ HelpFrameBuilder

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild
```

```
er eRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild
```

```
er IRegionMapBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu
```

```
ild i(BPAdventureFramework.Render) AboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu
```

```
ild iRegionMapFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

 ↳ **BPAdventureFramework.Render**

 ↳ RoomMapBuilder

 ↳ **BPAdventureFramework.Render**

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Parameters

 ↳ **BPAdventureFramework.Render**

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Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework.Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollection FrameBuilderCollections	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the builder to use for about frames.

HelpFrameBuilder
(BP.AdventureFramework.Renderer)

Declaration
IRegionMapBuilder
(BP.AdventureFramework.Renderer)

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

RegionMapBuilder
(BP.AdventureFramework.Renderer)

Property Value
RegionMapBuilder
(BP.AdventureFramework.Renderer)

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for completion frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**Builder CompletionFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

Logic

ICompletionFrameBuilder

(BP.AdventureFramework.Logic

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ **BP.AdventureFramework.**

Rendering

ConversationFrameBuilder

Get the builder to use for conversation frames.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Ren

FrameBuilderCollection ConversationFrameBuilder ConversationFrameBuilder { get; }

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Property Value

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

GameOverFrameBuilder

(BP.AdventureFramework.Renderir

Get the builder to use for game over frames.

(BP.AdventureFramework.Renderir

Declaration

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

public TGameOverFrameBuilder GameOverFrameBuilder { get; }

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Type RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

.. .

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Get the builder to use for help frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inte

Property Value

+ **BP.AdventureFramework.**

Description

Logic

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

RegionMapFrameBuilder

(BP.AdventureFramework.Render

Get the builder to use for region map frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }

FrameBuilderCollection

(BP.AdventureFramework.Render

Property Value

FrameBuilderCollections

Type (BP.AdventureFramework.Render

Description

GridStringBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IAutoFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

Get the builder to use for scene frames.

(BP.AdventureFramework.Render

IGameOverFrameBuilder

Declaration (BP.AdventureFramework.Render

IHelpFrameBuilder

public ISceneFrameBuilder SceneFrameBuilder { get; }

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... - - - .. .

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for title frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** TitleFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inte

Property Value

+ **BP.AdventureFramework.**

Description

Logic

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

TransitionFrameBuilder

(BP.AdventureFramework.Ren

Get the builder to use for transition frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public ITransitionFrameBuilder TransitionFrameBuilder { get; }

FrameBuilderCollection

(BP.AdventureFramework.Render

Property Value

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Description

GridStringBuilder

ITransitionFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... .

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

+ **BP.AdventureFramework**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

FrameBuilderCollections

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Interpretation

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>)

+ **BP.AdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework**

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public static class FrameBuilderCollections

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

FrameBuilder

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

Default

AdventureFramework.Renderir

ICompletionFrameBuilder

Get the default frame builder collection.

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public static FrameBuilderCollection Default { get; }

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

Property: AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

FrameBuilderCollectionBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

... - - - .. .

Type	Description
FrameBuilderCollectionBuilder	(BP.AdventureFramework.Renderir

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
 - FrameBuilderCollection
(**BP.AdventureFramework.Renderir**
 - FrameBuilderCollections
(**BP.AdventureFramework.Renderir**
 - GridStringBuilder
(**BP.AdventureFramework.Renderir**
 - IAboutFrameBuilder
(**BP.AdventureFramework.Renderir**
 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 - ...
...

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

 └ GridStringBuilder

(**BPAdventureFramework.Extensions**)

Inherited Members

+ **BPAdventureFramework**

↳ [object.Equals\(object\)](https://learn.microsoft.com/dotnet/api/system.object.Equals) ([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)))

 └ **Interpretation**

(**BPAdventureFramework.Interpreter**)

↳ [object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.Equals) ([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)))

+ **BPAdventureFramework**

↳ [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>)

(**BPAdventureFramework.Logic**)

↳ [object.MemberwiseClone\(\)](https://learn.microsoft.com/dotnet/api/system.object.MemberwiseClone) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **BPAdventureFramework**

↳ [object.ToString\(\)](https://learn.microsoft.com/dotnet/api/system.object.ToString) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

 └ **Rendering**

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Rendering**)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

GridStringBuilder

(**BPAdventureFramework.Renderer**)

```
public class GridStringBuilder : FrameBuilderCollection
```

 ↳ **FrameBuilder**

 ↳ **FrameBuilderCollection**

Constructors

(**BPAdventureFramework.Renderer**)

 └ **GridStringBuilder**

 ↳ **FrameBuilder**

GridStringBuilder(char, char, char)

(**BPAdventureFramework.Renderer**)

Initializes a new instance of the GridStringBuilder class.

 └ **CompletionFrameBuilder**

Declaration

 └ **IConversationFrameBuilder**

 ↳ **BPAdventureFramework.Renderer**

```
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', IGameOverFrameBuilder horizontalDividerCharacter = '-')
```

 ↳ **BPAdventureFramework.Renderer**

 ↳ **IHelpFrameBuilder**

Parameters

 └ **BPAdventureFramework.Renderer**

Type

 └ **RegionMapBuilder**

 ↳ **BPAdventureFramework.Renderer**

char

 └ **RegionMapFrameBuilder**

 ↳ <https://learn.microsoft.com/dotnet/api/system.char>

 └ **RoomMapBuilder**

 ↳ **BPAdventureFramework.Renderer**

 └ **BPAdventureFramework.Renderer**

Name

Description

leftBoundaryCharacter

The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Extensions

[\(BP.AdventureFramework.Extensions\)](#)

Properties

Interpretation

[\(BP.AdventureFramework.Interpretation\)](#)

DisplaySize

+ BP.AdventureFramework.

Get the display size.

Logic

[\(BP.AdventureFramework.Logic\)](#)

+ BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

+ BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

Rendering

Property Value

- BP.AdventureFramework.

Type

Rendering.FrameBuilders

[Size\(<https://learn.microsoft.com/dotnet/api/system.size.html>\)](#)

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

Description

FrameBuilderCollection

[\(BP.AdventureFramework.Renderer\)](#)

HorizontalDividerCharacter

[\(BP.AdventureFramework.Renderer\)](#)

Get or set the character used for horizontal dividers.

[GridStringBuilder](#)

[Declaration](#)

[IAboutFrameBuilder](#)

```
public char HorizontalDividerCharacter { get; set; }
```

[ICompletionFrameBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

Property Value

[\(BP.AdventureFramework.Renderer\)](#)

Type

[IGameOverFrameBuilder](#)

char
(<https://learn.microsoft.com/dotnet/api/system.char>)

Description

[IHelpFrameBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

[JRegionMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

Get or Set the character used for left boundary.

[\(BP.AdventureFramework.Renderer\)](#)

Declaration

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

.. - - - ..

LeftBoundaryCharacter

[\(BP.AdventureFramework.Renderer\)](#)

Get or Set the character used for left boundary.

[\(BP.AdventureFramework.Renderer\)](#)

Declaration

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

.. - - - ..


```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)		color	The color to draw the boundary.
+ BP.AdventureFramework i) Extensions			

(BP.AdventureFramework.Exte

DRAdventureFramework(string)

Interpretation

Interpretation

(BP:AdventureFramework.Intel)

Declaration + RD Adventure Framework

Logic

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor  
(BPAdventureFramework.Log  
color, out int endX, out int endY)
```

+ BP.AdventureFramework.

Rendering Parameters

(BP.AdventureFramework.Renderer)		Name	Description
- BP.AdventureFramework.String string (https://learn.microsoft.com/dotnet/api/system.string)	<code>value</code>	The string.	
Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	<code>startY</code>	The start y position.	
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	<code>maxWidth</code>	The max width of the string.	
FrameBuilderCollections AnsiColor (BP.AdventureFramework.Renderer) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) GridStringBuilder (BP.AdventureFramework.Renderer) int (https://learn.microsoft.com/dotnet/api/system.int32)	<code>color</code>	The color to draw the text.	
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer) int (https://learn.microsoft.com/dotnet/api/system.int32) CompletionFrameBuilder	<code>endX</code>	The end x position.	
	<code>endY</code>	The end y position.	

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

DraHorizontalDivider(int AnsiColor)

IGameOverFrameBuilder

Game over! Game over!

(BP.AdventureFramework.Renderer)

IHelpFrameBuilder Declaration

(BP.AdventureFramework.Renderir

IRegionMapBuilder

```
public void DrawHorizontalDiv(BPAdventureFramework Renderir
```

IRegionMapFrameBuilder

IRegionMapFrameBuilder

Parametros de adventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

+ BP.AdventureFramework.

DrawUnderline(int, int, int, AnsiColor)

(BP.AdventureFramework.Exte
Declaration

Draw an underline.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inte

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

+ BP.AdventureFramework.

Parameters

Logon

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Ren

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Ren

AnsiColor

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

ml) (BP.AdventureFramework.Renderi

FrameBuilderCollections

(BP.AdventureFramework.Renderi

GridStringBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(BP.AdventureFramework.Renderi

IAboutFrameBuilder

Draw a wrapped string.

(BP.AdventureFramework.Renderi

ICompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderi

IConversationFrameBuilder

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

r) (BP.AdventureFramework.Renderi

IGameOverFrameBuilder

(BP.AdventureFramework.Renderi

Parameters

HelpFrameBuilder

(BP.AdventureFramework.Renderi

IRegionMapBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Renderi

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderi

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderi

..

(BP.AdventureFramework.Renderi

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (EP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int (EP.AdventureFramework .dotnet/api/system.int32)	endX	The end x position.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (EP.AdventureFramework.Extensions)	endY	The end y position.

± BP AdventureFramework

Flush@retation

(BP.AdventureFramework.Intel) Flush the huffer

± BPAdventureFramework-

Declaration Logic

(BPAdventureFramework.Log)
public void Flush()

+ BP.AdventureFramework.

Rendering

GetCellColor(int, int)

- BP.AdventureFramework.

Get a color for a cell.
Decorating From

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render)

```
FrameBuilderCollection  
public AnsiColor GetCellColor(int x, int y)  
(BPAventureFramework.Renderer)
```

FrameBuilderCollections

Para(**P**)AdventureFramework.Renderir

GridStringBuilder

Type		Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	(BP.AdventureFramework.Renderer)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	(BP.AdventureFramework.Renderer)	y	The y position of the cell.

(BP.AdventureFramework.Renderir

Returns a `ConversationFrameBuilder`.

Type	Description
(BP.AdventureFramework.Renderer.IGameOverFrameBuilder)	
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.
BP.AdventureFramework.Renderer.IGameOverFrameBuilder	

IHelpFrameBuilder

(BP_AdventureFramework)

IRegionMapBuilder

GetCharacter(int, int)

(BP.AdventureFramework.Renderer)

Get a character from the buffer.

(BP.AdventureFramework.RendererDeclaration)

Declaration IRoomMapBuilder

(BP.AdventureFramework.Renderir

```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

Extensions

Reimplemented from [\(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions\)](#).

Type	Description
(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions) .GetChar(https://learn.microsoft.com/dotnet/api/system.char)	The character.

+ BP.AdventureFramework.

[GetNumberOfLines\(string, int, int, int\)](#)

(BP.AdventureFramework.Logging)

Get the number of lines a string will take up.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

- BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
FrameBuilderCollection<string> (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
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.

Returns [IAboutFrameBuilder](#)

(BP.AdventureFramework.Renderer)

```
ICompletionFrameBuilder
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
IConversationFrameBuilder	The number of lines the string will take up.

```
IGameOverFrameBuilder
```

(BP.AdventureFramework.Renderer)

[Resize\(Size\)](#)

(BP.AdventureFramework.Renderer)

Resizes this builder.

```
IRoomMapBuilder
```

Declaration ([\(BP.AdventureFramework.Renderer\)](#))

```
IRoomMapFrameBuilder
```

(BP.AdventureFramework.Renderer)

```
public void Resize(Size displaySize)
```

```
IRoomMapBuilder
```

(BP.AdventureFramework.Renderer)

```
... - - - .. .
```

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

+ **BP.AdventureFramework.**

Set a cell.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** x, int y, char character, AnsiColor color)

Interpretation

(BP.AdventureFramework.Inter

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logi	x	The x position of the cell.
Rendering int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Ren	y	The y position of the cell.
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Ren	character	The character.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Ren	color	The color of the character.

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

... - .. .

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IframeBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string Game, int width)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrameBuilder(string title, Game game, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

(BP.AdventureFramework.Render
string (<https://learn.microsoft.com/dotnet/api/system.string>)
GridStringBuilder

Name

Description

title

The title.

game

The game.

width

The width of the frame.

height

The height of the frame.

Return Type ConversationFrameBuilder

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

(BP.AdventureFramework.Render
IFrameBuilder (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html>)

Description

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.ICompletionFrameBuilder

Interpretation

(BP.AdventureFramework.Interp

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

IframeBuilder(string message, string reason, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

Type FrameBuilderCollections	Name	Description
(BP.AdventureFramework.Render	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)		
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
IAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP.AdventureFramework.Render		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

Return Type

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

Description

IframeBuilder (https://learn.microsoft.com/dotnet/api/system.delegate)		
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IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**ConversationFrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string title, IConverser converser, CommandHelp[], int width, int height)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Name

Description

string title

title

The title to display to the user.

(BP.AdventureFramework.Render

IAutoFrameBuilder converser

converser

The converser.

(BP.AdventureFramework.Render

ICompletionFrameBuilder contextualCommands

The contextual commands to display.

(BP.AdventureFramework.Render

CommandHelp[] width

The width of the frame.

(BP.AdventureFramework.Render

IRoomMapFrameBuilder height

The height of the frame.

(BP.AdventureFramework.Render

IRRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

IRRegionMapBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)

FrameBuilderCollection
(BP.AdventureFramework.Renderin...)
FrameBuilderCollections
(BP.AdventureFramework.Renderin...)
GridStringBuilder
(BP.AdventureFramework.Renderin...)
IAboutFrameBuilder
(BP.AdventureFramework.Renderin...)
ICompletionFrameBuilder
(BP.AdventureFramework.Renderin...)
IConversationFrameBuilder
(BP.AdventureFramework.Renderin...)
IGameOverFrameBuilder
(BP.AdventureFramework.Renderin...)
IHelpFrameBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderin...)
IRoomMapBuilder
(BP.AdventureFramework.Renderin...)
...

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.IGameOverFrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

IFrameBuilder(string message, string reason, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

Type FrameBuilderCollections	Name	Description
(BP.AdventureFramework.Render	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)		
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
IAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP.AdventureFramework.Render		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

Return Type GameOverFrameBuilder

Type GameOverFrameBuilder	Description
(BP.AdventureFramework.Render	

IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**FrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string, string, CommandHelp[], int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

Iframe Build(string title, string description, CommandHelp[] commandHelp, int width,

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type

(BP.AdventureFramework.Renderin

Name

Description

GridStringBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title.

ImageFrameBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

CommandHelp

(BP.AdventureFramework.Interpretation.CommandHelp.html)

commandHelp

The command help.

ICompletionFrameBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.html)

IConversationFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

IGameOverFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

Returns

(BP.AdventureFramework.Renderin

Type

(BP.AdventureFramework.Renderin

IFrame (**(BP.AdventureFramework.Rendering.Frames.IFrame.html)**

IRoomMapBuilder

(BP.AdventureFramework.Renderin

Description

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▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
 - FrameBuilderCollection
(**BP.AdventureFramework.Renderir**
 - FrameBuilderCollections
(**BP.AdventureFramework.Renderir**
 - GridStringBuilder
(**BP.AdventureFramework.Renderir**
 - IAboutFrameBuilder
(**BP.AdventureFramework.Renderir**
 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 -

Interface IRegionMapBuilder

Represents any object that can build region maps.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.
Assembly: BP.AdventureFramework.dll

Extending
Syntax

Syntax

(BP.AdventureFramework.Exte

+ **public void AdventureFramework**

Interpretation

(BP.AdventureFramework.Intel)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

BUILDRegionMap(GridStringBuilder, Region, int, int, int, int)

- Rendering

Region
Build a map of a region.

(BP.AdventureFramework.Ren

Declaration

- **BP.AdventureFramework.**

```
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int width, int height)
```

FrameBuilderCollection

BBAdventureFramework.Renderer

Parameters

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Renderir rs.GridStringBuilder.html) (BP.AdventureFramework.Renderir rs.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
RegionCompletionFrameBuilder (BP.AdventureFramework.Renderir n.html) ConversationFrameBuilder	region	The region.
int (BP.AdventureFramework.Renderir IGameOverFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int3 2) (BP.AdventureFramework.Renderir IHelpFrameBuilder	x	The x position to start building at.
int (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int3 2) (BP.AdventureFramework.Renderir	y	The y position to start building at.
int IRegionMapFrameBuilder (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int3 2) IRoomMapBuilder (BP.AdventureFramework.Renderir	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

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- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Extensions)
- + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation)
- + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering)
- **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - IRRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 -

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRegionMapFrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(Region, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

IFrame Build(Region region, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

(BP.AdventureFramework.Render	<i>region</i>	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html) GridStringBuilder	<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.

ICompletionFrameBuilder

Returns

(BP.AdventureFramework.Render

Type ConversationFrameBuilder

Description

(BP.AdventureFramework.Render	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) IGameOverFrameBuilder	

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

.. .

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRoomMapBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Rendering

(BP.AdventureFramework.Render

Build a map for a room.

BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

Type	gridStringBuilder	Description
GridStringBuilder		The string builder to use.
IBuildFrameBuilder		
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)		
ICompletionFrameBuilder		
Room	room	The room.
(BP.AdventureFramework.Render		
IConversationFrameBuilder		
ViewPoint	viewPoint	The viewpoint from the room.
(BP.AdventureFramework.Render		
IGameOverFrameBuilder		
KeyType	key	The key type.
IHelpFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Render		
int (RegionMapBuilder.html)	startY	The start position, x.
(BP.AdventureFramework.Render		
int (RegionMapFrameBuilder.html)	endX	The end position, x.
(BP.AdventureFramework.Render		
int (RegionMapFrameBuilder.html)	endY	The end position, x.
IRoomMapBuilder		
(BP.AdventureFramework.Render		

.. - - - ..

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- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
 - FrameBuilderCollection
(**BP.AdventureFramework.Renderir**
 - FrameBuilderCollections
(**BP.AdventureFramework.Renderir**
 - GridStringBuilder
(**BP.AdventureFramework.Renderir**
 - IAboutFrameBuilder
(**BP.AdventureFramework.Renderir**
 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 - ...
...

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.FrameBuilder**

Interpretation

(BP.AdventureFramework.Interp

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(RoomViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Rendering

(BP.AdventureFramework.Render

Build a frame.

BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render Point viewPoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

Room	(BP.AdventureFramework.Render	room	Specify the Room.
ViewPoint	(BP.AdventureFramework.Render	viewPoint	Specify the viewpoint from the room.
PlayableCharacter	(BP.AdventureFramework.Render	player	Specify the player.
string	(BP.AdventureFramework.Render	message	Any additional message.
CommandHelp	(BP.AdventureFramework.Render	contextualCommands	The contextual commands to display.

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.FrameBuilders

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FrameBuilderCollection

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FrameBuilderCollections

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GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

... .

Description

Type (BP.AdventureFramework.Exte	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.FrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

`IFrameBuilder(string title, string description, int width, int height)`

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

(BP.AdventureFramework.Render

`string (https://learn.microsoft.com/dotnet/api/system.string)`

GridStringBuilder

`string (https://learn.microsoft.com/dotnet/api/system.string)`

AboutFrameBuilder

`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(BP.AdventureFramework.Render

`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(BP.AdventureFramework.Render

Name

Description

`title`

The title.

`description`

The description.

`width`

The width of the frame.

`height`

The height of the frame.

Return Type

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

(BP.AdventureFramework.Render

`IFrameBuilder (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html)`

Description

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**ITransitionFrameBuilder

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.LogicalFrameBuilder)

Build(string, string, int, int)
Rendering
Build a frame.
(BP.AdventureFramework.Renderer)

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrameBuilder(string title, string message, int width, int height)

(BP.AdventureFramework.Renderer)

FrameBuilderCollection

Parameters
(BP.AdventureFramework.Renderer)

Type	Name	Description
FrameBuilderCollections		
string (https://learn.microsoft.com/dotnet/api/system.string) GridStringBuilder	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
IAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

(BP.AdventureFramework.Renderer)

Return ConversationFrameBuilder

Type	Description
GameOverFrameBuilder	

IFrameBuilder (BP.AdventureFramework.Rendering.Frames.IFrame.html)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

... - - - ..

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

[Conversations.Instructions](#)
(BP.AdventureFramework.Con

[ColorAboutFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(BP.AdventureFramework.Exte

Provides a builder of color about frames.

+ [BP.AdventureFramework.](#)

Interpretation

[ColorCompletionFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

(BP.AdventureFramework.

Provides a builder of color completion frames.

(BP.AdventureFramework.Logi

[ColorConversationFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(BP.AdventureFramework.Ren

Provides a builder of color conversation frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

[ColorGameOverFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(BP.AdventureFramework.

Provides a builder of color game over frames.

Color

(BP.AdventureFramework.Render

[ColorHelpFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

(BP.AdventureFramework.Renderin

Provides a builder of color help frames.

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

(BP.AdventureFramework.Renderin

Provides a color builder for region maps.

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(BP.AdventureFramework.Renderin

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Extensions

Provides a builder for color scene frames.

([BP.AdventureFramework.Extensions.html](#))

+ [BP.AdventureFramework.](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color title frames.

Logic

([BP.AdventureFramework.Logic.html](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderings.html](#))

+ [BP.AdventureFramework.](#)

Enums

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderings.html](#))

AnsiColor

([BP.AdventureFramework.Renderings.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderings.html](#))

ColorRegionMapFrameBuilder

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Extensions

(BP.AdventureFramework.Extensions.AnsiColor)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.AnsiColor)

Fields

(BP.AdventureFramework.Renderer.AnsiColor)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
CyanAboutFrameBuilder	Cyan (36).
GreenColorCompletionFrameBuilder	Green (32).
MagentaColorConversationFrameBuilder	Magenta (35).
RedColorGameOverFrameBuilder	Red (31).
ResetColorHelpFrameBuilder	Reset (0).
WhiteColorRegionMapFrameBuilder	White (37).
YellowColorRegionMapBuilder	Yellow (33).

▼

Conversations.Instructions
(BP.AdventureFramework.Con

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render
- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render

AnsiColor
(BP.AdventureFramework.Renderin
ColorAboutFrameBuilder
(BP.AdventureFramework.Renderin
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderin
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderin
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderin
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderin
ColorRegionMapBuilder
(BP.AdventureFramework.Renderin
ColorRegionMapFrameBuilder

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorAboutFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([\(BP.AdventureFramework.Inte](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ **BP.AdventureFramework.**

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ **BP.AdventureFramework.**

Name (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

([\(BP.AdventureFramework.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorAboutFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

StringRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor AuthorColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Interpretation)

BackgroundColor

BP.AdventureFramework.

Logic

Get or set the background color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Description

(BP.AdventureFramework.Rendering.FrameBuilders)

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

BorderColor

(BP.AdventureFramework.Rendering)

Get or set the border color.

ANSIColor

Declaration

(BP.AdventureFramework.Rendering)

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

Description

ColorGameOverFrameBuilder

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the border color.

ColorRegionMapFrameBuilder

DescriptionColor

(BP.AdventureFramework.Rendering)


```
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 (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<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.

Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation (BP.AdventureFramework.Interpretation.IFrame.html)	

+ **BP.AdventureFramework.**

Logic

Implements

[\(BP.AdventureFramework.Logic.IAboutFrameBuilder.html\)](#)

+ **BP.AdventureFramework.**

Rendering

[\(BP.AdventureFramework.Rendering.IFrameBuilder.html\)](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.Color.IAnsiColor.html\)](#)

AnsiColor

[\(BP.AdventureFramework.Rendering.Color.IColorAboutFrameBuilder.html\)](#)

ColorAboutFrameBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorCompletionFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorConversationFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorGameOverFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorHelpFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorRegionMapBuilder.html\)](#)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Rendering.Color.IColorRegionMapFrameBuilder.html\)](#)

ColorRegionMapFrameBuilder

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ICompletionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Inte](#)

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering

([\(BP.AdventureFramework.Rep](#)

([\(BP.AdventureFramework.Rendering.html\)](#)) FrameBuilders ([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#)).Color

([\(BP.AdventureFramework.Rendering.html\)](#)).FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

Declaration

([\(BP.AdventureFramework.Renderi](#)

ColorConversationFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderi](#)

ColorGameOverFrameBuilder

Para ([\(BP.AdventureFramework.Renderi](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type	Name	Description
StringRegionMapBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
------	-------------

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Type	Description
------	-------------

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

Type	Description
------	-------------

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorConversationFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

IConversationFrameBuilder

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

+ BP.AdventureFramework.

Inherited Members

Interpretation

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))

Logic

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

(BP.AdventureFramework.Logic)

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)

Rendering

Name: BP.AdventureFramework.Render

(BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html).Color

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Render

- BP.AdventureFramework.

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Constructors

AnsiColor

(BP.AdventureFramework.Render

ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Render

Initializes a new instance of the ColorConversationFrameBuilder class.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

Properties

+ BP.AdventureFramework.

BackgroundColor

(BP.AdventureFramework.Exte
Get or set the background color.

+ BP.AdventureFramework.

Declaration
Interpretation

(BP.AdventureFramework.Inte

```
public AnsiColor Backgroundcolor { get; set; }
```

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logi
Type

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
Rendering

(BP.AdventureFramework.Render

BorderColor

BP.AdventureFramework.

Rendering.FrameBuilders

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor Bordercolor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type (BP.AdventureFramework.Render

ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

InputColor

(BP.AdventureFramework.Render

Get or set the input color.

(BP.AdventureFramework.Render

Declaration (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor Inputcolor { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Property Value

ColorRegionMapFrameBuilder

Description

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

AnsiColor (BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Build(string, IConverser, CommandHelp[], int, int)

Logic

Build (BP.AdventureFramework.Logi

Declaration

+ **BP.AdventureFramework.**

Rendering

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm
ands, int width, int height)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

string

Rendering.FrameBuilders.

(https://learn.microsoft.com/dotnet/api/system.string)

Color

IConverser

(BP.AdventureFramework.Render

(BP.AdventureFramework.Assets.Characters.IConverser

.html)

(BP.AdventureFramework.Render

CommandHelpFrameBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

html)

ColorCompletionFrameBuilder

[] (BP.AdventureFramework.Render

ColorConversationFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Render

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

ColorRegionMapFrameBuilder

Name

Description

title

The title to display to the user.

converser

The converser.

contextualCommands

The contextual commands to display.

width

The width of the frame.

height

The height of the frame.

Return

(BP.AdventureFramework.Render

Type

ColorRegionMapBuilder

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

ColorRegionMapFrameBuilder

Description

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorGameOverFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IGameOverFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Extensions.html\)](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Interfaces.html\)](#))

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

([\(BP.AdventureFramework.Logic.html\)](#))

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logging.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

([\(BP.AdventureFramework.Object.html\)](#))

Rendering

([\(BP.AdventureFramework.Rendering.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering.html\)](#))

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

AnsiColor

ColorGameOverFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

([\(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html\)](#))

Declaration

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorConversationFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

Para

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorRegionMapBuilder

([\(BP.AdventureFramework.Renderer.FrameBuilders.GridStringBuilder.html\)](#))

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Description

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

```
public ANSIColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorRegionMapBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

Get or set the title color.

ColorRegionMapFrameBuilder

TitleColor

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpreters](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type ([BP.AdventureFramework.Rendering](#))

Name

Description

+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
- BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
- BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Color

Returns

([BP.AdventureFramework.Rendering](#))

Type AnsiColor

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

Implements

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversations.Instructions\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

([BP.AdventureFramework.Extensions](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Interpreters](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Log](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering](#))

([BP.AdventureFramework.Rendering.FrameBuilders](#))

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering](#))

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([BP.AdventureFramework.Rendering](#))

AnsiColor

ColorHelpFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

([BP.AdventureFramework.Rendering](#))

Declaration

([BP.AdventureFramework.Rendering](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorConversationFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Rendering](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering](#))

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

DescriptionColor

(BP.AdventureFramework.Exte Get or set the description color.

+ BP.AdventureFramework.

Declaration Interpretation

(BP.AdventureFramework.Inte public AnsiColor DescriptionColor { get; set; }

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

TitleAdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

(BP.AdventureFramework.Ren

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

public AnsiColor TitleColor { get; set; }

Color

(BP.AdventureFramework.Ren

Property Value

AnsiColor

Type (BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, CommandHelp[], int, int)

(BP.AdventureFramework.Renderin

Build a frame.

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
Conversations Instructions string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
(BP.AdventureFramework.Con String string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ BP.AdventureFramework. CommandHelp Extensions (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. Logic Returns (BP.AdventureFramework.Logic	<i>height</i>	The height of the frame.

Type	Description
+ BP.AdventureFramework. Rendering IPFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Implements

Rendering.FrameBuilders
[\(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

[Color \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.color)

AnsiColor

[AnsiColor \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ansi)

ColorAboutFrameBuilder

[ColorAboutFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorabout)

ColorCompletionFrameBuilder

[ColorCompletionFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorcompletion)

ColorConversationFrameBuilder

[ColorConversationFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorconversation)

ColorGameOverFrameBuilder

[ColorGameOverFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorgameover)

ColorHelpFrameBuilder

[ColorHelpFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorhelp)

ColorRegionMapBuilder

[ColorRegionMapBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorregionmap)

ColorRegionMapFrameBuilder

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

([BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Inter](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Rendering ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Render](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Ren](#)

Properties

AnsiColor

([BP.AdventureFramework.Render](#)

CurrentFloorIndicator

([BP.AdventureFramework.Render](#)

Get or set the character to use for the current floor.

CompletionFrameBuilder

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

public char CurrentFloorIndicator { get; set; }

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#)

PropertyFrameBuilder

([BP.AdventureFramework.Render](#)

Type

ColorRegionMapBuilder

char ([BP.AdventureFramework.Render](#)

(https://learn.microsoft.com/dotnet/api/system.char)

ColorRegionMapFrameBuilder

Description

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
    public char EmptySpace { get; set; }
```

Type	Description
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) char (https://learn.microsoft.com/dotnet/api/system.char)	
- BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.HorizontalBoundaryInterpretation HorizontalBoundaryInterpretation (BP.AdventureFramework.HorizontalBoundaryInterpretation) Get set the interpretation of horizontal boundaries.	
- BP.AdventureFramework.HorizontalBoundaryInterpretation (BP.AdventureFramework.HorizontalBoundaryInterpretation)	
+ BP.AdventureFramework.Logic Logic (BP.AdventureFramework.Logic) public char HorizontalBoundary { get; set; }	
- BP.AdventureFramework.Logic (BP.AdventureFramework.Logic)	
+ BP.AdventureFramework.Rendering Rendering (BP.AdventureFramework.Rendering) char (https://learn.microsoft.com/dotnet/api/system.char)	
- BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.Rendering.FrameBuilders FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) LockedExit - BP.AdventureFramework.Rendering.FrameBuilders LockedExit Get LockedExit representing a locked exit.	
- BP.AdventureFramework.Rendering.FrameBuilders LockedExit Color Declaration (BP.AdventureFramework.Rendering.FrameBuilders) ansiColor char LockedExit { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders) ColorAboutFrameBuilder Property Value (BP.AdventureFramework.Rendering.FrameBuilders) Type ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) char (https://learn.microsoft.com/dotnet/api/system.char) ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) ColorHelpFrameBuilder ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) ColorRegionMapFrameBuilder Declaration (BP.AdventureFramework.Rendering.FrameBuilders) ColorRegionMapFrameBuilder	
- BP.AdventureFramework.Rendering.FrameBuilders LockedExit Color Declaration (BP.AdventureFramework.Rendering.FrameBuilders) ansiColor char LockedExit { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders) ColorAboutFrameBuilder Property Value (BP.AdventureFramework.Rendering.FrameBuilders) Type ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) char (https://learn.microsoft.com/dotnet/api/system.char) ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) ColorHelpFrameBuilder ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders) ColorRegionMapFrameBuilder Declaration (BP.AdventureFramework.Rendering.FrameBuilders) ColorRegionMapFrameBuilder	

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

LowerLevel

Extensions

Get or set the character to use for lower levels.

(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public char LowerLevel { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

LowerLevelColor

+ **BP.AdventureFramework.**

Get or set the lower level color.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderings)

- **BP.AdventureFramework.**

```
public AnsiColor LowerLevelColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Renderings)

Type

AnsiColor

(BP.AdventureFramework.Renderings)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderings)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderings)

ColorConversationFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Renderings)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderings)

ColorHelpFrameBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Renderings)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Renderings)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the color of the player.

(**BP.AdventureFramework.Con**
Declaration)

+ **BP.AdventureFramework.**

```
public AnsiColor PlayerColor { get; set; }
```

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Inter**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

ShowLowerFloors

(**BP.AdventureFramework.Logi**

Get or set a value indicating whether lower floors will be shown.

Declaration

(**BP.AdventureFramework.Render**

```
public bool ShowLowerFloors { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value

- **BP.AdventureFramework.**

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Color

(**BP.AdventureFramework.Render**

UnLockedExit

(**BP.AdventureFramework.Render**

Get or set the character used for representing an unlocked exit.

Color.AutoCompleteFrameBuilder

(**BP.AdventureFramework.Render**

Declaration

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

```
public char UnLockedExit { get; set; }
```

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

Declaration

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

Type

ColorHelpFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#))

Type

+ [BP.AdventureFramework.](#)

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

Extensions

([BP.AdventureFramework.Exte](#))

+ [BP.AdventureFramework.](#)

VerticalBoundary

Interpretation

([BP.AdventureFramework.Inter](#))

Gets or sets the vertical boundaries.

Declaration

Logic

```
public char VerticalBoundary { get; set; }
```

+ [BP.AdventureFramework.](#)

Property Value

[Rendering](#)

Type

([BP.AdventureFramework.Render](#))

Description

+ [BP.AdventureFramework.](#)

Rendering

(<https://learn.microsoft.com/dotnet/api/system.char>)

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

VisitedBoundaryColor

- [BP.AdventureFramework.](#)

Declaration

Color

Declaration

([BP.AdventureFramework.Render](#))

AnsiColor

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#))

Type

ColorCompletionFrameBuilder

Description

([BP.AdventureFramework.Render](#))

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#))

ColorRegionFrameBuilder

Methods

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

ColorRegionMapFrameBuilder

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Particulars.Instructions

Type	Name	Description
+ BP.AdventureFramework.Extensions (GridStringBuilder) Region	gridStringBuilder	The string builder to use.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Assets.Locations.Region.html) int	region	The region.
+ BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.int32) int	x	The x position to start building at.
+ BP.AdventureFramework.Rendering (https://learn.microsoft.com/dotnet/api/system.int32) int	y	The y position to start building at.
+ BP.AdventureFramework.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32) int	maxWidth	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework.Rendering.FrameBuilders Color	maxHeight	The maximum vertical space available in which to build the map.

Implements

AnsiColor
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)
(BP.AdventureFramework.Rendering)
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering)
ColorRegionMapFrameBuilder

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Inte](#)

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering

([\(BP.AdventureFramework.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

Declaration

([\(BP.AdventureFramework.Renderi](#)

ColorConversationFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder gridStringBu

lder RegionMapBuilder)

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

Parameters

gridStringBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

Conversations.Instructions (BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

Properties

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

BackgroundColor

Interpretation

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

Property Value

Rendering

Type (BP.AdventureFramework.Render

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.

Rendering.FrameBuilders.

Get or set the border color.

Color

Declaration

(BP.AdventureFramework.Render

AnsiColor

public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Get or set the title color.

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Methods

Extends

(BP.AdventureFramework.Exte

Build(Region, int, int)

Interpretation

Build a frame.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

```
public IFrame Build(Region region, int width, int height)
```

(BP.AdventureFramework.Logi

Parameters

Type	Name	Description
(BP.AdventureFramework.Render	region	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

- BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render	Description
AnsiColor (BP.AdventureFramework.Render	

Rendering.FrameBuilders.

Color (BP.AdventureFramework.Render

IRegionMapFrameBuilder	(BP.AdventureFramework.Render
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder
(BP.AdventureFramework.Render

ColorConversationFrameBuilder
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder
(BP.AdventureFramework.Render

ColorHelpFrameBuilder
(BP.AdventureFramework.Render

ColorRegionFrameBuilder
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRoomMapBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(**BP.AdventureFramework.Inter**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

No rendering

(**BP.AdventureFramework.Rep**

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

Properties

AnsiColor

(BP.AdventureFramework.Render

BoundaryColor

(BP.AdventureFramework.Render

Get or set the room boundary color.

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Declaration

```
public AnsiColor BoundaryColor { get; set; }
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Type

Type	Description
ColorRegionMapBuilder	

AnsiColor ([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Description

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#)

Type

+ [BP.AdventureFramework.](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

[HorizontalBoundary](#)

[Interpretation](#)

([BP.AdventureFramework.Inter](#)

Get or set the character for horizontal boundaries.

Declaration

[Logic](#)

([BP.AdventureFramework.Log](#)

+ [BP.AdventureFramework.](#)

Property Value

[Rendering](#)

Type ([BP.AdventureFramework.Render](#)

Description

+ [BP.AdventureFramework.](#)

[HorizontalExitBorder](#)

- [BP.AdventureFramework.](#)

[HorizontalExitBorder](#)

Get [RenderingFrameBuilders](#).horizontal exit borders.

[Color](#)

Declaration

([BP.AdventureFramework.Render](#)

ansiColor char HorizontalExitBorder { get; set; }

([BP.AdventureFramework.Renderin](#)

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Renderin](#)

Type ColorCompletionFrameBuilder

Description

([BP.AdventureFramework.Renderin](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

Get ([BP.AdventureFramework.Renderin](#)

ColorRegionMapBuilder

Declaration

([BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ItemOrCharacterFramework

Extensions

Get or set the character used for representing there is an item or a character in the room.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char ItemOrCharacterInRoom { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

KeyPadding

+ BP.AdventureFramework.

Get or set the padding between the key and the map.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

```
public int KeyPadding { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

AnsiColor

int

<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Rendering.LockedExit)

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Rendering.LockedExit)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Gets or sets the locked exit color.

([BP.AdventureFramework.Con](#))

+ **BP.AdventureFramework.**

```
public AnsiColor LockedExitColor { get; set; }
```

([BP.AdventureFramework.Exte](#))

Property Value

+ **BP.AdventureFramework.**

Type

([BP.AdventureFramework.Inter](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

UnvisitedExitColor

([BP.AdventureFramework.Logi](#))

Get or set the unvisited exit color.

([BP.AdventureFramework.](#))

Declaration

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

- Type

([BP.AdventureFramework.](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

([BP.AdventureFramework.Render](#))

VerticalBoundary

([BP.AdventureFramework.Render](#))

Get or set the character to use for vertical boundaries.

Char (ColorFrameBuilder)

([BP.AdventureFramework.Render](#))

Declaration

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

```
public char VerticalBoundary { get; set; }
```

([BP.AdventureFramework.Render](#))

ColorOverFrameBuilder

([BP.AdventureFramework.Render](#))

Type

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

Description

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions
+ **BP.AdventureFramework.**

VisitedExitColor
Interpretation

Get or set the color used for

Visited exits.

Declaration

Logic

```
public AnsiColor VisitedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Property Value
Rendering

Type **(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders
(BP.AdventureFramework.Render

Methods

Rendering.FrameBuilders.

Color

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out

int)

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
iewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

Type ColorHelpFrameBuilder

(BP.AdventureFramework.Render

GridStringBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRegionMapFrameBuilder

Name

Description

gridStringBuilder

The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
Conversations Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
+ BP.AdventureFramework. Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
(BP.AdventureFramework.Exte int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ISceneFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering

([\(BP.AdventureFramework.Rep](#)) ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering \(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color \(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

+ **BP.AdventureFramework.**

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Re](#))

AnsiColor

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

([\(BP.AdventureFramework.Render](#))

Declaration

([\(BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder) ([\(BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#))

Parameters

gridStringBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder


```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions)	

BP.AdventureFramework

DisplayMessagesInIsolation

Extensions

Get or set if messages should be displayed in isolation.

(BP.AdventureFramework.Extensions.DisplayMessagesInIsolation)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public bool DisplayMessagesInIsolation { get; set; }
```

(BP.AdventureFramework.Interpretation.DisplayMessagesInIsolation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

InputColor

+ BP.AdventureFramework.

Get or set the input color.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

```
public AnsiColor InputColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

AnsiColor

(BP.AdventureFramework.Rendering.Color)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

Get or set if movement messages should be suppressed.

(BP.AdventureFramework.Rendering.FrameBuilders.SuppressMovementMessages)

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.SuppressMovementMessages)

ColorRegionMapFrameBuilder

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets the text color.

(**BPAdventureFramework.Extensions**)

+ **BPAdventureFramework.**

```
public AnsiColor TextColor { get; set; }
```

(**BPAdventureFramework.Extensions**)

Property Value

+ **BPAdventureFramework.**

Type

(**BPAdventureFramework.Interpretation**)

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BPAdventureFramework.**

Logic

(**BPAdventureFramework.Logic**)

Methods

+ **BPAdventureFramework.**

Rendering

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ **BPAdventureFramework.**

Build a frame.

Rendering.FrameBuilders

(**BPAdventureFramework.Render**)

- **BPAdventureFramework.**

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

Color

(**BPAdventureFramework.Render**)

Parameters

Type	Name	Description
(BPAdventureFramework.Render)		
Room	room	Specify the Room.
(BPAdventureFramework.Render)		
ColorAboutFrameBuilder		
(BPAdventureFramework.Render)		
(BPAdventureFramework.Render)		
ColorCompletionFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BPAdventureFramework.Render)		
(BPAdventureFramework.Render)		
ColorConversationFrameBuilder		
PlayableCharacter	player	Specify the player.
(BPAdventureFramework.Render)		
(BPAdventureFramework.Render)		
ColorHelpFrameBuilder		
(BPAdventureFramework.Render)		
string	message	Any additional message.
(BPAdventureFramework.Render)		
ColorRegionMapBuilder		
(BPAdventureFramework.Render)		
ColorRegionMapFrameBuilder		

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
		
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
(BP.AdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32) Extensions	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(BP.AdventureFramework.Exte Returns

Type	Description
Interpretation IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
(BP.AdventureFramework.Inte	

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Logi ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTitleFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITitleFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Inter](#)

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Renderin](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorTitleFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTitleFrameBuilder class.

([\(BP.AdventureFramework.Renderin](#)

Declaration

([\(BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderin](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

Type		Name	Description
	GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Description

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

```
public ANSIColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorRegionMapBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

Get or set the title color.

ColorRegionMapFrameBuilder

TitleColor

(BP.AdventureFramework.Render

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpretation](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

([BP.AdventureFramework.Logic](#)) (title, string description, int width, int height)

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type ([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Rendering.FrameBuilders)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.FrameBuilders

Color ([BP.AdventureFramework.Rendering](#))

Returns ([BP.AdventureFramework.Rendering](#))

Type AnsiColor

([BP.AdventureFramework.Rendering](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorGameFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Implements

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTransitionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITransitionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Extensions.html\)](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Interpreters.html\)](#))

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logic.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering ([\(BP.html\)](#)).AdventureFramework ([\(BP.AdventureFramework.html\)](#)).Rendering

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Renderers.html\)](#))

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Renderers.html\)](#))

AnsiColor

ColorTransitionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

([\(BP.AdventureFramework.Renderers.html\)](#))

Declaration

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorConversationFrameBuilder

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorStringRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorTransitionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Renderers.html))	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

MessageColor

(BP.AdventureFramework.Render

Get or set the message color.

AnsiColor

Declaration

```
public ANSIColor MessageColor { get; set; }
```

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

Get or set the title color.

ColorRegionMapFrameBuilder

TitleColor

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	Description
ConversationsInstructions	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BPAdventureFramework.Core)

+ BB AdventureFramework

Extensions

Extensions Methods

MBP.AdventureFramework.Exten

+ BP.AdventureFramework.

Build(string, string, int, int)

(BP.AdventureFramework.Intel)

• PR Adventure Framework

B.P. Adv.

Logic

\publiso-44-Fame-Datta (344)

+ BP.Adve

Part 1: Rendering

Type	Name	Description
+ BP.AdventureFramework string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
Rendering.FrameBuilders string (https://learn.microsoft.com/dotnet/api/system.string) - BP.AdventureFramework.RenderFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>message</i>	The message to display to the user.
- BP.AdventureFramework int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Color

Returns

(BP.AdventureFramework.Render)

Type	Description
AnsiColor (BP_AdventureFramework_Rendering(IFrame))	

ColorCompleto Implementa KMP Adventures

ITransColorConversationFrameBuilder

[TransitionFrameBuilder\(BP!Adventure-framework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#)

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

(BFAdventureFramework.Render)
ColorTableFrameBuilder

(BPAdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

(BP.AdventureFramework.Com)

Displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Conversations.Instructions

(BP.AdventureFramework.Com)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Extension object that is a frame that can display a command based interface.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework** ([Object](#)) ([Object](#)) ([System.Object](#))

Commands

(**BP.AdventureFramework.Com**)

Implements

IFrame ([BP.AdventureFramework.Rendering.IFrame.html](#))

+ **BP.AdventureFramework**.

Conversations

(**BP.AdventureFramework.Com**)

object.Equals(object) ([Object](#)) ([Object](#)) ([System.Object](#)) ([Object.Equals#system-object-equals\(system-object\)](#))

+ **BP.AdventureFramework**.

object.Equals(object, object) ([Object](#)) ([Object](#)) ([System.Object](#)) ([Object.Equals#system-object-equals\(system-object-object\)](#))

Conversations.Instructions

(**BP.AdventureFramework.Con**)

object.GetHashCode() ([Object](#)) ([Object](#)) ([System.Object](#)) ([Object.GetHashCode#system-object-gethashcode](#))

object.GetType() ([Object](#)) ([Object](#)) ([System.Object](#)) ([Object.GetType#system-object-gettype](#))

+ **BP.AdventureFramework**.

object.ReferenceEquals(object, object) ([Object](#)) ([Object](#)) ([System.Object](#)) ([Object.ReferenceEquals#system-object-referenceequals](#))

Extensions

(**BP.AdventureFramework.Exte**)

Namespace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework**.

Syntax

(**BP.AdventureFramework.Inter**)

```
public sealed class GridTextFrame : IFrame
```

+ **BP.AdventureFramework**.

Logic

(**BP.AdventureFramework.Logi**)

Constructors

+ **BP.AdventureFramework**.

Rendering

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([BP.AdventureFramework.Render](#))

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework**.

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**)

```
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiC
```

+ **BP.AdventureFramework**.

Color

Parameters

(**BP.AdventureFramework.Ren**)

Type

- **BP.AdventureFramework**.

GridStringBuilder

Rendering.Frames

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

(**BP.AdventureFramework.Render**)

Builder.html)

GridTextFrame

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Properties

Conversations.Instructions

(BP.AdventureFramework.Con

AcceptsInput

(BP.AdventureFramework.

Extensions

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation Input { get; set; }

(BP.AdventureFramework.Inter

Property Value

(BP.AdventureFramework.

Type

(BP.AdventureFramework.Logi

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Get the cursor left position.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.Frames

Description

(BP.AdventureFramework.Render

GridTextFrame

-- - . . . - . - . . .

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Com**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Conversations

BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Get or set the cursor should be shown.

Conversations.Instructions

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

Methods

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Render(TextWriter)

(**BP.AdventureFramework.Render**

Render this frame on a writer.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Re**

Void Render(TextWriter writer)

+ **BP.AdventureFramework.**

Partial class

Rendering.FrameBuilders.

Color

Type (**BP.AdventureFramework.Re**

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

- **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Re**

GridTextFrame

Description

Description

Name

Description

writer

The writer.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)

GridTextFrame

— — . . . — . . .

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Conversations

 OverworldMaker ([BP.AdventureFramework.Utilities.OverworldMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Conversations.Instructions

 RegionMaker ([BP.AdventureFramework.Utilities.RegionMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Extensions

Interfaces

 ([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

 IAssetTemplate<T> ([BP.AdventureFramework.Utilities.IAssetTemplate-1.html](#))

 ([BP.AdventureFramework.html](#))

 Provides the work template for an asset.

+ **BP.AdventureFramework.**

 Logic

 ([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

 Rendering

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.Frames

 ([BP.AdventureFramework.Ren](#)

- **BP.AdventureFramework.**

 Utilities

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

public interface IAssetTemplate<out T>

Conversations

(**BP.AdventureFramework.Con**

Type Parameters

+ **BP.AdventureFramework.**

Name Description

Conversations.Instructions

T The type of asset being templated.

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

Methods

+ **BP.AdventureFramework.**

Instantiate()

(**BP.AdventureFramework.Instantiate**

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration

Logic

(**BP.AdventureFramework.Logic**

+ Instantiate()

+ **BP.AdventureFramework.**

Rendering

Returns

(**BP.AdventureFramework.Rendering**

Type

Description

+ **BP.AdventureFramework.**

T The asset.

Rendering.FrameBuilders

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Renderin**

- **BP.AdventureFramework.**

Utilities

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object_system-object)))

(BP.AdventureFramework.Com)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ BP.AdventureFramework.

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

OverworldMaker(Identifier, Description, params RegionMaker[])

(BP.AdventureFramework.Overw

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Color

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	An identifier for the region.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	A description for the region.

- BP.AdventureFramework.

Utilities

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

Commands

Initializes a new instance of the OverworldMaker class.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
(BP.AdventureFramework.Con
gionMakers)
```

+ BP.AdventureFramework.

Parameters

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

string

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Exte

string

(https://learn.microsoft.com/dotnet/api/system.string)

Interpretation

RegionMaker

(BP.AdventureFramework.Inter

(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Re

Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

(BP.AdventureFramework.Re

+ BP.AdventureFramework.

public Overworld Make()

Rendering.FrameBuilders.

Color

Returns

(BP.AdventureFramework.Re

Type

+ BP.AdventureFramework.

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

The created overworld.

Rendering.Frames

(BP.AdventureFramework.Re

- BP.AdventureFramework.

Utilities

▼

- + **BP.AdventureFramework.**
Commands
([BP.AdventureFramework.Com](#))
- + **BP.AdventureFramework.**
Conversations
([BP.AdventureFramework.Con](#))
- + **BP.AdventureFramework.**
Conversations.Instructions
([BP.AdventureFramework.Con](#))
- + **BP.AdventureFramework.**
Extensions
([BP.AdventureFramework.Exte](#))
- + **BP.AdventureFramework.**
Interpretation
([BP.AdventureFramework.Inter](#))
- + **BP.AdventureFramework.**
Logic
([BP.AdventureFramework.Logi](#))
- + **BP.AdventureFramework.**
Rendering
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.Frames
([BP.AdventureFramework.Ren](#))
- **BP.AdventureFramework.**
Utilities

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object_system-object)))

(BP.AdventureFramework)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Com)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

RegionMaker(Identifier, Description)

Rendering

(BP.AdventureFramework.Ren

Initializes a new instance of the RegionMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Identifier identifier, Description description)

+ BP.AdventureFramework.

Parameters

Rendering.FrameBuilders.

Type	Name	Description
(BP.AdventureFramework.Ren	Identifier	An identifier for the region.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the region.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

RegionMaker(Identifier, Description)

Utilities

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ **BP.AdventureFramework.**

Type

Commands

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(**BP.AdventureFramework.Con**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

identifier

An identifier for the region.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description for the region.

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

Properties

Conversations.Instructions

(**BP.AdventureFramework.Con**

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

public Room this[int x, int y, int z] { get; set; }

Interpretation

(**BP.AdventureFramework.Inter**

Parameters

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(**BP.AdventureFramework.Logic**

x

The x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

(**BP.AdventureFramework.Ren**

Property Value

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rep**

Room (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Locations.Room.html>)

Description

The room.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

CanPlaceRoom(int, int, int)

(**BP.AdventureFramework.Ren**

Determine if a room can be placed at a location

BP.AdventureFramework.

Declaration

Utilities

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

+ **BP.AdventureFramework.**

Type

Commands

RoomPosition

(**BP.AdventureFramework.Com**

(BP.AdventureFramework.Assets.Locations.RoomPosition.html)

Name

Description

startPosition

The start position.

+ **BP.AdventureFramework.**

Conversations

Returns

(**BP.AdventureFramework.Con**

Type

Description

+ **BP.AdventureFramework.**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

Conversations.Instructions

(**BP.AdventureFramework.Con**

MAKE(AdventureFramework).

Extensions

Make a region.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public Region Make(int x, int y, int z)
```

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Parameters

Logic

Type

(**BP.AdventureFramework.Logi**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The start x position.

+ **BP.AdventureFramework.**

Rendering

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

(**BP.AdventureFramework.Ren**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ **BP.AdventureFramework.**

Returns

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Ren**

Description

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

Utilities