Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

Provides an adapter for the System.Console.

Interfaces

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

Represents any object that provides an adapter for input.

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

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public interface IIOAdapter
```

Methods

RenderFrame(IFrame)

Render a frame.

Declaration

```
void RenderFrame(IFrame frame)
```

Parameters

Type	Name	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	*frame*	The frame to render.

Setup(Game)

Setup for a game.

Declaration

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

Parameters

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

WaitFor(Acknowledge)

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the acknowledgment was received correctly, else false.

WaitForInput()

Wait for input.

Declaration

```
string WaitForInput()
```

Returns

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

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

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

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

Implements

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

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

Syntax

```
public sealed class SystemConsoleAdapter : IIOAdapter
```

Methods

RenderFrame(IFrame)

Renders a frame.

```
public void RenderFrame(IFrame frame)
```

Parameters

Type	Name	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	*frame*	The frame to render.

+ NetAF.Adapters (NetAF.Adapters.html)
  - IIOAdapter (NetAF.Adapters.IIOAdapter.html)
  - SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)
+ NetAF.Assets (NetAF.Assets.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Setup(Game)

Setup for a game.

Declaration

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

Parameters

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

WaitForAcknowledge()

Wait for acknowledgment.

Declaration

```
public bool WaitForAcknowledge()
```

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the acknowledgment was received correctly, else false.

WaitForInput()

Wait for input.

Declaration

```
public string WaitForInput()
```

Returns

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

Implements

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Adapters (NetAF.Adapters.html)
  - IIOAdapter (NetAF.Adapters.IIOAdapter.html)
  - SystemConsoleAdapter (NetAF.Adapters.SystemConsoleA
+ NetAF.Assets (NetAF.Assets.html)
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+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

- **NetAF.Adapters (NetAF.Adapters.html)**
  - IIOAdapter (NetAF.Adapters.IIOAdapter.html)
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- **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
- **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **NetAF.Extensions (NetAF.Extensions.html)**
- **NetAF.Interpretation (NetAF.Interpretation.html)**
- **NetAF.Logic (NetAF.Logic.html)**
- **NetAF.Rendering (NetAF.Rendering.html)**

Namespace NetAF.Assets

Classes

Filter by title

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

Represents a conditional description of an object.

Description (NetAF.Assets.Description.html)

Represents a description of an object.

ExaminableObject (NetAF.Assets.ExaminableObject.html)

Represents an object that can be examined.

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

Represents a request to examine an IExaminable.

ExaminationResult (NetAF.Assets.ExaminationResult.html)

Represents the result of an examination.

ExaminationScene (NetAF.Assets.ExaminationScene.html)

Represents a scene that an examination occurs in.

Identifier (NetAF.Assets.Identifier.html)

Provides an ID that can be used as an identifier.

Item (NetAF.Assets.Item.html)

Represents an item that can be used within the game.

Structs

Size (NetAF.Assets.Size.html)

Represents a size.

+ NetAF.Adapters (NetAF.Adapters.html)

- NetAF.Assets (NetAF.Assets.html)

ConditionalDescription (NetAF.Assets.ConditionalDescripti

Description (NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.h

ExaminationCallback (NetAF.Assets.ExaminationCallbac

ExaminationRequest (NetAF.Assets.ExaminationReques

ExaminationResult (NetAF.Assets.ExaminationResult.h

ExaminationScene (NetAF.Assets.ExaminationScene.h

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

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

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

+ NetAF.Commands (NetAF.Commands.html)

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Represents any object that is visible to a player.

Delegates

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

Represents the callback for examinations.

+ **NetAF.Adapters (NetAF.Adapters.html)**
+ **NetAF.Assets (NetAF.Assets.html)**
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.I
  - ExaminationScene (NetAF.Assets.ExaminationScene.I
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

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

↳ Description (NetAF.Assets.Description.html)

↳ ConditionalDescription

Inherited Members

Description.Empty (NetAF.Assets.Description.html#NetAF_Assets_Description_Empty)

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public sealed class ConditionalDescription : Description
```

Constructors

ConditionalDescription(string, string, Condition)

Represents a conditional description of an object.

Declaration

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

Parameters

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

+ NetAF.Adapters (NetAF.Adapters.html)

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations

Type	Name	Description
Condition (NetAF.Assets.Interaction.Condition.html)	*condition*	The condition.

Properties

Condition

Get or set the condition

Declaration

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

Property Value

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

Methods

GetDescription()

Get the description.

Declaration

```
public override string GetDescription()
```

Returns

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

Overrides

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

+ NetAF.Adapters (NetAF.Adapters.html)
- NetAF.Assets (NetAF.Assets.html)
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.I
  - ExaminationScene (NetAF.Assets.ExaminationScene.I
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

↳ Description

↳ ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public class Description
```

Constructors

Description(string)

Represents a description of an object.

Declaration

```
public Description(string description)
```

Parameters

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

(NetAF.Adapters.html)

- NetAF.Assets

(NetAF.Assets.html)

ConditionalDescription

(NetAF.Assets.ConditionalDescripti

Description

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.h

ExaminationScene

(NetAF.Assets.ExaminationScene.h

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Properties

DefaultDescription

Get or set the description.

Declaration

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

Property Value

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

Empty

Get an empty description.

Declaration

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

Property Value

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

Methods

GetDescription()

Get the description.

Declaration

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

Returns

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

- NetAF.Adapters (NetAF.Adapters.html)
- NetAF.Assets (NetAF.Assets.html)
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.h
  - ExaminationScene (NetAF.Assets.ExaminationScene.h
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
- + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- + NetAF.Assets.Characters (NetAF.Assets.Characters.htm
- + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- + NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- + NetAF.Commands (NetAF.Commands.html)
- + NetAF.Conversations

(NetAF.Adapters.html)

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

↳ ExaminableObject

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

↳ Item (NetAF.Assets.Item.html)

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

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

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

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

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Inherited Members

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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

Properties

Attributes

Get the attribute manager for this object.

Declaration

```
public IAttributeManager Attributes
```


NetAF.Assets (NetAF.Assets.html)

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

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

Property Value

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

Commands

Get or set this object's commands.

Declaration

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

Property Value

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

Description

Get or set a description of this object.

Declaration

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

Property Value

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

Examination

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

Declaration

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

Property Value

- NetAF.Assets (NetAF.Assets.html)
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.h
  - ExaminationScene (NetAF.Assets.ExaminationScene.h
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)

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

Identifier

Get this objects identifier.

Declaration

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

Property Value

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

IsPlayerVisible

Get or set if this is visible to the player.

Declaration

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

Property Value

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

Methods

Examine(ExaminationScene)

Examine this object.

Declaration

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

Parameters

- NetAF.Assets (NetAF.Assets.html)
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.h
  - ExaminationScene (NetAF.Assets.ExaminationScene.h
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)

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

Returns

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

ToString()

Returns a string that represents the current object.

Declaration

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

Returns

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

Overrides

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

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

- **NetAF.Assets (NetAF.Assets.html)**
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.h
  - ExaminationScene (NetAF.Assets.ExaminationScene.h
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
- **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
- **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
- **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

- NetAF.Assets (NetAF.Assets.html)
  - ConditionalDescription (NetAF.Assets.ConditionalDescripti
  - Description (NetAF.Assets.Description.html)
  - ExaminableObject (NetAF.Assets.ExaminableObject.h
  - ExaminationCallback (NetAF.Assets.ExaminationCallbac
  - ExaminationRequest (NetAF.Assets.ExaminationReques
  - ExaminationResult (NetAF.Assets.ExaminationResult.h
  - ExaminationScene (NetAF.Assets.ExaminationScene.h
  - IExaminable (NetAF.Assets.IExaminable.html)
  - IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
  - Identifier (NetAF.Assets.Identifier.html)
  - Item (NetAF.Assets.Item.html)
  - Size (NetAF.Assets.Size.html)
- + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- + NetAF.Assets.Characters (NetAF.Assets.Characters.htm
- + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- + NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- + NetAF.Commands (NetAF.Commands.html)

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

Syntax

```
public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)
```

Parameters

Type	Name	Description
ExaminationRequest (NetAF.Assets.ExaminationRequest.html)	*request*	The examination request.

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	A string representing the result of the examination.

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

↳ ExaminationRequest (NetAF.Assets.ConditionalDescripti

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public class ExaminationRequest
```

Constructors

ExaminationRequest(IExaminable, ExaminationScene)

Represents a request to examine an IExaminable.

Declaration

```
public ExaminationRequest(IExaminable examinable, ExaminationScene scene)
```

Parameters

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

(NetAF.Assets.html)

ConditionalDescription (NetAF.Assets.ConditionalDescripti

Description (NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.h

ExaminationCallback (NetAF.Assets.ExaminationCallbac

ExaminationRequest (NetAF.Assets.ExaminationReques

ExaminationResult (NetAF.Assets.ExaminationResult.

ExaminationScene (NetAF.Assets.ExaminationScene.

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

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

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

Parameters

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

Properties

Examinable

Get the examinable object.

Declaration

```
public IExaminable Examinable { get; }
```

Property Value

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

Scene

Get the examination scene.

Declaration

```
public ExaminationScene Scene { get; }
```

Property Value

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

(NetAF.Assets.html)

ConditionalDescription (NetAF.Assets.ConditionalDescripti

Description (NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.h

ExaminationCallback (NetAF.Assets.ExaminationCallbac

ExaminationRequest (NetAF.Assets.ExaminationReques

ExaminationResult (NetAF.Assets.ExaminationResult.h

ExaminationScene (NetAF.Assets.ExaminationScene.h

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions

(NetAF.Assets.html)

ConditionalDescription (NetAF.Assets.ConditionalDescripti
Description (NetAF.Assets.Description.html)
ExaminableObject (NetAF.Assets.ExaminableObject.h
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ExaminationRequest (NetAF.Assets.ExaminationReques
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ExaminationScene (NetAF.Assets.ExaminationScene.l
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

Result.Description (NetAF.Assets.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

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

Assembly: NetAF.dll

Syntax

```
public class ExaminationResult : Result
```

Constructors

ExaminationResult(string)

Initializes a new instance of the ExaminationResult class.

Declaration

```
public ExaminationResult(string description)
```

Parameters

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

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
ConditionalDescription (NetAF.Assets.ConditionalDescripti
Description (NetAF.Assets.Description.html)
ExaminableObject (NetAF.Assets.ExaminableObject.h
ExaminationCallback (NetAF.Assets.ExaminationCallbac
ExaminationRequest (NetAF.Assets.ExaminationReques
ExaminationResult (NetAF.Assets.ExaminationResult.h
ExaminationScene (NetAF.Assets.ExaminationScene.h
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations. Instructions**

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

↳ ExaminationScene

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public class ExaminationScene
```

Constructors

ExaminationScene(Character, Room)

Represents a scene that an examination occurs in.

Declaration

```
public ExaminationScene(Character examiner, Room room)
```

Parameters

Type	Name	Description
Character (NetAF.Assets.Characters.Character.html)	*examiner*	The character who is examining the object.
Room (NetAF.Assets.Locations.Room.html)	*room*	The room the examinable is being examined from.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
ConditionalDescription (NetAF.Assets.ConditionalDescripti
Description (NetAF.Assets.Description.html)
ExaminableObject (NetAF.Assets.ExaminableObject.h
ExaminationCallback (NetAF.Assets.ExaminationCallbac
ExaminationRequest (NetAF.Assets.ExaminationReques
ExaminationResult (NetAF.Assets.ExaminationResult.
ExaminationScene (NetAF.Assets.ExaminationScene.
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The executing game.

Properties

Examiner

Get the examiner.

Declaration

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

Property Value

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

NoScene

Get a default value for when there is no scene.

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct
ConditionalDescription (NetAF.Assets.ConditionalDescripti
Description (NetAF.Assets.Description.html)
ExaminableObject (NetAF.Assets.ExaminableObject.h
ExaminationCallback (NetAF.Assets.ExaminationCallbac
ExaminationRequest (NetAF.Assets.ExaminationReques
ExaminationResult (NetAF.Assets.ExaminationResult.h
ExaminationScene (NetAF.Assets.ExaminationScene.h
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)
Room

Get the room the examinable is being examined from.

Declaration

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

Property Value

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

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

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

Assembly: NetAF.Assets.dll

Syntax

```
public interface IExaminable : IPlayerVisible
```

Properties

Attributes

Get the attribute manager for this object.

Declaration

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

Property Value

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

Commands

Get or set this objects commands.

Declaration

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

Property Value

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

+ NetAF.Assets.Description (NetAF.Assets.Description.html)
+ NetAF.Assets.ExaminableObject (NetAF.Assets.ExaminableObject.h
+ NetAF.Assets.ExaminationCallback (NetAF.Assets.ExaminationCallbac
+ NetAF.Assets.ExaminationRequest (NetAF.Assets.ExaminationReques
+ NetAF.Assets.ExaminationResult (NetAF.Assets.ExaminationResult.I
+ NetAF.Assets.ExaminationScene (NetAF.Assets.ExaminationScene.I
+ NetAF.Assets.IExaminable (NetAF.Assets.IExaminable.html)
+ NetAF.Assets.IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
+ NetAF.Assets.Identifier (NetAF.Assets.Identifier.html)
+ NetAF.Assets.Item (NetAF.Assets.Item.html)
+ NetAF.Assets.Size (NetAF.Assets.Size.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions

Description

Get or set a description of this object.

Declaration

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

Property Value

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

Identifier

Get this objects identifier.

Declaration

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

Property Value

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

Methods

Examine(ExaminationScene)

Examine this object.

Declaration

```
ExaminationResult Examine(ExaminationScene scene)
```

Parameters

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

Returns

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

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public interface IPlayerVisible
```

Properties

IsPlayerVisible

Get or set if this is visible to the player.

Declaration

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

Property Value

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**

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

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

↳ Identifier

Implements

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

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

Inherited Members

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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

Constructors

Identifier(string)

Provides a class that can be used as an identifier.

Declaration

```
public Identifier(string name)
```

Parameters

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

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

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

IdentifiableName

Get the name as a case insensitive identifier.

Declaration

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

Property Value

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

Name

Get the name.

Declaration

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

Property Value

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

Methods

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

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)

Equals(Identifier)

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

Declaration

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

Parameters

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

Equals(string)

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

Declaration

```
public bool Equals(string other)
```

Parameters

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

ToString()

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

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)

Returns a string that represents the current object.

Declaration

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

Returns

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

Overrides

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

Implements

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

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

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

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

Implements

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

Inherited Members

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene) (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)
ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

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

Syntax

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


+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation
(NetAF.Assets.ExaminableObject.h
ExaminationCallback (NetAF.Assets.ExaminationCallbac
ExaminationRequest (NetAF.Assets.ExaminationReques
ExaminationResult (NetAF.Assets.ExaminationResult.html)
ExaminationScene (NetAF.Assets.ExaminationScene.h
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

Constructors

Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

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

Parameters

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

Item(string, string, bool)

Initializes a new instance of the Item class.

Declaration

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

Parameters

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

Properties

Interaction

Get or set the interaction.

Declaration

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation

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

Property Value

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

IsTakeable

Get or set this is takeable

Declaration

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

Property Value

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

Methods

Interact(Item)

Interact with an item.

Declaration

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

Parameters

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

Returns

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

Morph(Item)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation

Handle item morphing.

Declaration

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

Parameters

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

Implements

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

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members

ValueType.Equals(object) (https://learn.microsoft.com/dotnet/api/system.valuetype.equals)
ValueType.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode)
ValueType.ToString() (https://learn.microsoft.com/dotnet/api/system.valuetype.tostring)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

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

Assembly: NetAF.dll

Syntax

```
public struct Size
```

Constructors

Size(int, int)

Initializes a new instance of the Size struct.

Declaration

```
public Size(int width, int height)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height.

Properties

Height

Get the height.

Inherited Members
ExaminationCallback (NetAF.Assets.ExaminationCallbac
ExaminationRequest (NetAF.Assets.ExaminationReques
ExaminationResult (NetAF.Assets.ExaminationResult.I
ExaminationScene (NetAF.Assets.ExaminationScene.I
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
Identifier (NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)

Declaration

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

Property Value

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

Width

Get the width.

Declaration

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

Property Value

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

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ **NetAF.Adapters (NetAF.Adapters.html)**

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

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

  Attribute (NetAF.Assets.Attributes.Attribute.h

  AttributeManager (NetAF.Assets.Attributes.AttributeM

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

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

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

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

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

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

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

Provides a description of an attribute.

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

Provides a class for managing attributes.

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

↳ Attribute

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public class Attribute
```

Constructors

Attribute(string, string, int, int)

Initializes a new instance of the Attribute class.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	Specify the name of the attibute.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	Specify the description of the attibute.

(NetAF.Adapters.html)

+ NetAF.Assets (NetAF.Assets.html)

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)

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

AttributeManager (NetAF.Assets.Attributes.AttributeM...)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*minimum*	Specify the minimum limit of the attibute.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maximum*	Specify the maximum limit of the attibute.

(NetAF.Adapters.html)

+ NetAF.Assets
(NetAF.Assets.html)

- NetAF.Assets.Attributes
(NetAF.Assets.Attributes.html)

Attribute
(NetAF.Assets.Attributes.Attribute.h

AttributeManager
(NetAF.Assets.Attributes.AttributeM

+ NetAF.Assets.Characters
(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html

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

+ NetAF.Commands
(NetAF.Commands.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

+ NetAF.Logic
(NetAF.Logic.html)

+ NetAF.Rendering
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame
Builders

Properties

Description

Get the description of the attribute.

Declaration

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

Property Value

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

Maximum

Get the maximum limit of the attribute.

Declaration

```
public int Maximum { get; }
```

Property Value

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

Minimum

Get the minimum limit of the attribute.

Declaration

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

Property Value

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

Name

Get the name of the attribute.

Declaration

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

Property Value

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

(NetAF.Adapters.html)

+ NetAF.Assets (NetAF.Assets.html)

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)

  Attribute (NetAF.Assets.Attributes.Attribute.h

  AttributeManager (NetAF.Assets.Attributes.AttributeM

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

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

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

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

Assembly: NetAF.dll

Syntax

```
public sealed class AttributeManager
```

Properties

Count

Get the number of attributes this manager has.

Declaration

```
public int Count { get; }
```

Property Value

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

+ NetAF.Assets (NetAF.Assets.html)
  + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
    + Attribute (NetAF.Assets.Attributes.Attribute.h
    + AttributeManager (NetAF.Assets.Attributes.AttributeM
  + NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
  + NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
  + NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
  + NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

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

Parameters

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

Add(string, int)

Add a value to an attribute.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*attributeName*	The name of the attribute.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*value*	The value.

GetAsDictionary()

Get all attributes as a dictionary.

Declaration

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

Returns

Type	Description
Dictionary (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2)<Attribute (NetAF.Assets.Attributes.Attribute.html), int (https://learn.microsoft.com/dotnet/api/system.int32)>	An array of attributes.

+ NetAF.Assets (NetAF.Assets.html)
- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
  - Attribute (NetAF.Assets.Attributes.Attribute.html)
  - AttributeManager (NetAF.Assets.Attributes.AttributeM
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

GetAttributes()

Get all attributes.

Declaration

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

Returns

Type	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)[]	An array of attributes.

GetValue(Attribute)

Get the value of an attribute.

Declaration

```
public int GetValue(Attribute attribute)
```

Parameters

Type	Name	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)	*attribute*	The attribute.

Returns

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

GetValue(string)

Get the value of an attribute.

Declaration

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

Parameters

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

Returns

+ NetAF.Assets (NetAF.Assets.html)
- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
  - Attribute (NetAF.Assets.Attributes.Attribute.h
  - AttributeManager (NetAF.Assets.Attributes.AttributeM
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde

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

Remove(Attribute)

Remove an attribute.

Declaration

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

Parameters

Type	Name	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)	*attribute*	The attribute.

Remove(string)

Remove an attribute.

Declaration

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

Parameters

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

RemoveAll()

Remove all attributes.

Declaration

```
public void RemoveAll()
```

Subtract(Attribute, int)

Subtract a value from an attribute.

Declaration

+ NetAF.Assets (NetAF.Assets.html)
- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
  - Attribute (NetAF.Assets.Attributes.Attribute.h
  - AttributeManager (NetAF.Assets.Attributes.AttributeM
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

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

Parameters

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

Subtract(string, int)

Subtract a value from an attribute.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*attributeName*	The name of the attribute.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*value*	The value.

+ **NetAF.Assets (NetAF.Assets.html)**
- **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
  - Attribute (NetAF.Assets.Attributes.Attribute.h
  - AttributeManager (NetAF.Assets.Attributes.AttributeM
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

Represents a generic in game character.

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

Represents a non-playable character.

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

Represents a playable character.

Interfaces

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

Represents an object that can converse.

+ **NetAF.Assets (NetAF.Assets.html)**
+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
- **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playabl
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering**

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

↳ Character

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

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

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

IConverser

(NetAF.Assets.Characters.IConverser.html)

Inherited Members

ExaminableObject.Examination

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

+ NetAF.Assets (NetAF.Assets.html)

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

- NetAF.Assets.Characters (NetAF.Assets.Characters.htm

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

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

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

Properties

Interaction

Get or set the interaction.

Declaration

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

Property Value

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

IsAlive

Get if this character is alive.

Declaration

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

Property Value

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

Items

Get the items this Character holds.

Declaration

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

Property Value

+ NetAF.Assets (NetAF.Assets.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConvers
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

Methods

AcquireItem(Item)

Acquire an item.

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to acquire.

DequireItem(Item)

De-acquire an item.

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to de-acquire.

FindItem(string, out Item, bool)

Find an item.

Declaration

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

Parameters

+ NetAF.Assets (NetAF.Assets.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  Character (NetAF.Assets.Characters.Charact
  IConverser (NetAF.Assets.Characters.IConvers
  NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  PlayableCharacter (NetAF.Assets.Characters.Playable
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*itemName*	The items name.
Item (NetAF.Assets.Item.html)	*item*	The item.
bool (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 was found.

Give(Item, Character)

Give an item to another in game Character.

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to give.
Character (NetAF.Assets.Characters.Character.html)	*character*	The Character to give the item to.

Returns

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

HasItem(Item, bool)

Determine if this PlayableCharacter has an item.

Declaration

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

Parameters

- **NetAF.Assets (NetAF.Assets.html)**
  - **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
  - **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
    - Character (NetAF.Assets.Characters.Charact
    - IConverser (NetAF.Assets.Characters.IConver
    - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
    - PlayableCharacter (NetAF.Assets.Characters.Playable
  - **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
  - **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
- **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
  - **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **NetAF.Extensions (NetAF.Extensions.html)**
- **NetAF.Interpretation (NetAF.Interpretation.html)**
- **NetAF.Logic (NetAF.Logic.html)**
- **NetAF.Rendering (NetAF.Rendering.html)**

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item.
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 found, else false.

Interact(Item)

Interact with an item.

Declaration

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

Parameters

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

Returns

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

InteractWithItem(Item)

Interact with a specified item.

Declaration

```
protected virtual InteractionResult InteractWithItem(Item item)
```

Parameters

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

Returns

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

Kill()

Kill the character.

Declaration

```
public void Kill()
```

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Assets.Interactions (NetAF.Assets.html)
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Character.html)
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Identifier)
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Description)
IExaminable.Commands (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Commands)
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Attributes)
IExaminable.Examine(ExaminationScene) (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)

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

Assembly: NetAF.dll

Syntax

```
public interface IConverser : IExaminable, IPlayerVisible
```

Properties

Conversation

Get or set the conversation.

Declaration

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

Property Value

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

- NetAF.Assets (NetAF.Assets.html)
- + NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- - NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConvers
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
- + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- + NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- + NetAF.Commands (NetAF.Commands.html)
- + NetAF.Conversations (NetAF.Conversations.html)
- + NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- + NetAF.Extensions (NetAF.Extensions.html)
- + NetAF.Interpretation (NetAF.Interpretation.html)
- + NetAF.Logic (NetAF.Logic.html)
- + NetAF.Rendering (NetAF.Rendering.html)
- + NetAF.Rendering.Frame

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

↳ NonPlayableCharacter

Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Inherited Members

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

Character.Interaction (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Interaction)

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

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

Character.AcquireItem(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item_)

Character.DequireItem(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_DequireItem_NetAF_Assets_Item_)

Character.HasItem(Item, bool) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item__System_Boolean_)

Character.FindItem(string, out Item, bool) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item__System_Boolean_)

Character.Give(Item, Character) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Characters_Character_)

Character.Interact(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

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

- NetAF.Assets.Characters (NetAF.Assets.Characters.htm

Character (NetAF.Assets.Characters.Charact

IConverser (NetAF.Assets.Characters.IConver

NonPlayableCharacter (NetAF.Assets.Characters.NonPlay

PlayableCharacter (NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

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

Syntax

```
public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser,
IExaminable, IPlayerVisible
```

Constructors

NonPlayableCharacter(Identifier, Description, Conversation)

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

Parameters

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

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	This NonPlayableCharacter's identifier.
Description (NetAF.Assets.Description.html)	*description*	The description of this NonPlayableCharacter.
Conversation (NetAF.Conversations.Conversation.html)	*conversation*	The conversation.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*isAlive*	Set if this NonPlayableCharacter is alive.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	*interaction*	Set this NonPlayableCharacter's interaction.

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversa
tion conversation, bool isAlive, InteractionCallback interaction, ExaminationCallbac
k examination)
```

Parameters

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

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.Non lay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders

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

NonPlayableCharacter(string, string, Conversation)

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*identifier*	This NonPlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description of this NonPlayableCharacter.
Conversation (NetAF.Conversations.Conversation.html)	*conversation*	The conversation.

Properties

Conversation

Get or set the conversation.

Declaration

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

Property Value

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders

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

Implements

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
IConverser (NetAF.Assets.Characters.IConverser.html)
IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
- **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders**

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

↳ PlayableCharacter

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

Inherited Members

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

Character.Interaction (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Interaction)

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

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

Character.AcquireItem(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item_)

Character.DequireItem(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_DequireItem_NetAF_Assets_Item_)

Character.HasItem(Item, bool) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean_)

Character.FindItem(string, out Item, bool) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item__System_Boolean_)

Character.Give(Item, Character) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Characters_Character_)

Character.Interact(Item) (NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Characte
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)
- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

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

Assembly: NetAF.dll

Syntax

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

Constructors

PlayableCharacter(Identifier, Description, params Item[])

Initializes a new instance of the PlayableCharacter class.

Declaration

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

Parameters

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

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

Initializes a new instance of the PlayableCharacter class.

Declaration

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

Parameters

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

PlayableCharacter(string, string, params Item[])

Initializes a new instance of the PlayableCharacter class.

Declaration

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

Parameters

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

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

Initializes a new instance of the PlayableCharacter class.

Declaration

```
public PlayableCharacter(string identifier, string description, bool canConverse, pa
rams Item[] items)
```

Parameters

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)
- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

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

Properties

CanConverse

Get if this playable character can converse with an IConverser.

Declaration

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

Property Value

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

Methods

UseItem(Item, IInteractWithItem)

Use an item.

Declaration

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

Parameters

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

Returns

Type	Description
IInteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the items usage.

Implements

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

- **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
- **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
  - Character (NetAF.Assets.Characters.Charact
  - IConverser (NetAF.Assets.Characters.IConver
  - NonPlayableCharacter (NetAF.Assets.Characters.NonPlay
  - PlayableCharacter (NetAF.Assets.Characters.Playable
- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
- **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **NetAF.Extensions (NetAF.Extensions.html)**
- **NetAF.Interpretation (NetAF.Interpretation.html)**
- **NetAF.Logic (NetAF.Logic.html)**
- **NetAF.Rendering (NetAF.Rendering.html)**
- **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

Represents a result of an interaction.

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

Represents a reaction.

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

Represents a result.

Interfaces

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

Represents any object that can interact with an item.

Enums

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

Enumeration of interaction effects.

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

Enumeration of reaction results.

Delegates

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

Represents a callback for conditions.

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

Represents the callback for interacting with objects.

(NetAF.Assets.html)

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

  Condition (NetAF.Assets.Interaction.Conditio
  IInteractWithItem (NetAF.Assets.Interaction.IInteract
  InteractionCallback (NetAF.Assets.Interaction.Interactio
  InteractionEffect (NetAF.Assets.Interaction.Interactio
  InteractionResult (NetAF.Assets.Interaction.Interactio
  Reaction (NetAF.Assets.Interaction.Reaction
  ReactionResult (NetAF.Assets.Interaction.Reaction
  Result (NetAF.Assets.Interaction.Result.ht

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public delegate bool Condition()
```

Returns

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

+ **NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)**
+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
  - Condition (NetAF.Assets.Interaction.Condition
  - IInteractWithItem (NetAF.Assets.Interaction.IInteract
  - InteractionCallback (NetAF.Assets.Interaction.Interactio
  - InteractionEffect (NetAF.Assets.Interaction.Interactio
  - InteractionResult (NetAF.Assets.Interaction.Interactio
  - Reaction (NetAF.Assets.Interaction.Reaction
  - ReactionResult (NetAF.Assets.Interaction.Reaction
  - Result (NetAF.Assets.Interaction.Result.ht
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions**

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
  - Condition (NetAF.Assets.Interaction.Conditio
  - IInteractWithItem (NetAF.Assets.Interaction.IInteract
  - InteractionCallback (NetAF.Assets.Interaction.Interactio
  - InteractionEffect (NetAF.Assets.Interaction.Interactio
  - InteractionResult (NetAF.Assets.Interaction.Interactio
  - Reaction (NetAF.Assets.Interaction.Reaction
  - ReactionResult (NetAF.Assets.Interaction.Reaction
  - Result (NetAF.Assets.Interaction.Result.ht
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)

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

Assembly: NetAF.dll

Syntax

```
public interface IInteractWithItem
```

Methods

Interact(Item)

Interact with an item.

Declaration

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

Parameters

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

Returns

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

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

Syntax

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

Parameters

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

Returns

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

Filter by title

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

Condition (NetAF.Assets.Interaction.Conditio

IInteractWithItem (NetAF.Assets.Interaction.IInteract

InteractionCallback (NetAF.Assets.Interaction.Interactio

InteractionEffect (NetAF.Assets.Interaction.Interactio

InteractionResult (NetAF.Assets.Interaction.Interactio

Reaction (NetAF.Assets.Interaction.Reaction

ReactionResult (NetAF.Assets.Interaction.Reaction

Result (NetAF.Assets.Interaction.Result.ht

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public enum InteractionEffect
```

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.

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
  - Condition (NetAF.Assets.Interaction.Conditio
  - IInteractWithItem (NetAF.Assets.Interaction.IInteract
  - InteractionCallback (NetAF.Assets.Interaction.Interactio
  - InteractionEffect (NetAF.Assets.Interaction.Interactio
  - InteractionResult (NetAF.Assets.Interaction.Interactio
  - Reaction (NetAF.Assets.Interaction.Reaction
  - ReactionResult (NetAF.Assets.Interaction.Reaction
  - Result (NetAF.Assets.Interaction.Result.ht

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

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

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

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

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

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

↳ InteractionResult

Inherited Members

Result.Description (NetAF.Assets.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description)

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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

Constructors

InteractionResult(InteractionEffect, Item)

Initializes a new instance of the InteractionResult class.

Declaration

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

Parameters

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

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

```
public InteractionResult(InteractionEffect effect, Item item, string descriptionOfEf
fect)
```

Parameters

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

Properties

Effect

Get the effect.

Declaration

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

Property Value

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

Item

Get the item used in the interaction.

Declaration

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

Property Value

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

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
  - Condition (NetAF.Assets.Interaction.Conditio
  - IInteractWithItem (NetAF.Assets.Interaction.IInteract
  - InteractionCallback (NetAF.Assets.Interaction.Interactio
  - InteractionEffect (NetAF.Assets.Interaction.Interactio
  - InteractionResult (NetAF.Assets.Interaction.Interactio
  - Reaction (NetAF.Assets.Interaction.Reaction
  - ReactionResult (NetAF.Assets.Interaction.Reaction
  - Result (NetAF.Assets.Interaction.Result.ht

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

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

↳ Reaction

Inherited Members

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public sealed class Reaction
```

Constructors

Reaction(ReactionResult, string)

Initializes a new instance of the Reaction class.

Declaration

```
public Reaction(ReactionResult result, string description)
```

Parameters

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

- NetAF.Assets.Characters (NetAF.Assets.Characters.html)
  - NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
    - Condition (NetAF.Assets.Interaction.Condition)
    - InteractWithItem (NetAF.Assets.Interaction.InteractWithItem)
    - InteractionCallback (NetAF.Assets.Interaction.InteractionCallback)
    - InteractionEffect (NetAF.Assets.Interaction.InteractionEffect)
    - InteractionResult (NetAF.Assets.Interaction.InteractionResult)
    - Reaction (NetAF.Assets.Interaction.Reaction)
    - ReactionResult (NetAF.Assets.Interaction.ReactionResult)
    - Result (NetAF.Assets.Interaction.Result.ht
  - NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - NetAF.Commands (NetAF.Commands.html)
  - NetAF.Conversations (NetAF.Conversations.html)
  - NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
  - NetAF.Extensions (NetAF.Extensions.html)
  - NetAF.Interpretation (NetAF.Interpretation.html)
  - NetAF.Logic (NetAF.Logic.html)
  - NetAF.Rendering

Properties

Description

Get a description of the result.

Declaration

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

Property Value

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

Result

Get the result.

Declaration

```
public ReactionResult Result { get; }
```

Property Value

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

(NetAF.Assets.Characters.html

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

Condition (NetAF.Assets.Interaction.Conditio

IInteractWithItem (NetAF.Assets.Interaction.IInteract

InteractionCallback (NetAF.Assets.Interaction.Interactio

InteractionEffect (NetAF.Assets.Interaction.Interactio

InteractionResult (NetAF.Assets.Interaction.Interactio

Reaction (NetAF.Assets.Interaction.Reaction

ReactionResult (NetAF.Assets.Interaction.Reaction

Result (NetAF.Assets.Interaction.Result.ht

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

Syntax

```
public enum ReactionResult
```

Fields

Name	Description
Error	Error.
Fatal	A reaction that has a fatal effect on the player.
Internal	An internal reaction.
OK	OK.

- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
  - Condition (NetAF.Assets.Interaction.Condition
  - IInteractWithItem (NetAF.Assets.Interaction.IInteract
  - InteractionCallback (NetAF.Assets.Interaction.Interactio
  - InteractionEffect (NetAF.Assets.Interaction.Interactio
  - InteractionResult (NetAF.Assets.Interaction.Interactio
  - Reaction (NetAF.Assets.Interaction.Reaction
  - ReactionResult (NetAF.Assets.Interaction.Reaction Result
  - (NetAF.Assets.Interaction.Result.ht
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
- **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **NetAF.Extensions (NetAF.Extensions.html)**
- **NetAF.Interpretation (NetAF.Interpretation.html)**
- **NetAF.Logic (NetAF.Logic.html)**
- **NetAF.Rendering (NetAF.Rendering.html)**

Class Result

Represents a result.

Filter by title

Inheritance

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

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

↳ ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public abstract class Result
```

Constructors

Result()

Initializes a new instance of the Result class.

Declaration

```
protected Result()
```

Properties

Description

(NetAF.Assets.Interaction.html

Condition (NetAF.Assets.Interaction.Condition

InteractWithItem (NetAF.Assets.Interaction.IInteract\

InteractionCallback (NetAF.Assets.Interaction.Interactic

InteractionEffect (NetAF.Assets.Interaction.Interacti

InteractionResult (NetAF.Assets.Interaction.Interactic

InteractionTypes (NetAF.Assets.Interaction.Interacti

Result (NetAF.Assets.Interaction.Result.ht

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

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Get the description.

Declaration

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

Property Value

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

(NetAF.Assets.Interaction.html
(NetAF.Assets.Interaction.Conditio
IInteractWithItem
(NetAF.Assets.Interaction.IInteract
InteractionCallback
(NetAF.Assets.Interaction.Interactio
InteractionEffect
(NetAF.Assets.Interaction.Interactio
InteractionResult
(NetAF.Assets.Interaction.Interactio
Reaction
(NetAF.Assets.Interaction.Reaction
ReactionResult
(NetAF.Assets.Interaction.Reaction
Result
(NetAF.Assets.Interaction.Result.ht

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.Frame**

Namespace NetAF.Assets.Locations

Classes

Filter by title

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

Represents an exit.

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

Provides a 3D matrix of rooms.

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

Represents an entire overworld.

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

Represents a region.

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

Represents a room

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

Represents a room position.

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

Represents a view point from a room.

Enums

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

Enumeration of directions.

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

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

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html

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

Direction
(NetAF.Assets.Locations.Direction.

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

Matrix
(NetAF.Assets.Locations.Matrix.htm

Overworld
(NetAF.Assets.Locations.Overworld

Region
(NetAF.Assets.Locations.Region.ht

Room
(NetAF.Assets.Locations.Room.htm

RoomPosition
(NetAF.Assets.Locations.RoomPos

ViewPoint
(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands
(NetAF.Commands.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

Enum Direction

Enumeration of directions.

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

Assembly: NetAF.dll

Syntax

```
public enum Direction
```

Fields

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

Extension Methods

DirectionExtensions.Inverse(Direction) (NetAF.Extensions.DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction_)

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

↳ Exit

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

Inherited Members

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

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

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

ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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


+ **NetAF.Assets.Characters (NetAF.Assets.Characters.html)**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**

Constructors

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration

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

Parameters

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

Properties

Direction

Get the direction of the exit.

Declaration

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

Property Value

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

Interaction

Get or set the interaction.

Declaration

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


+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

Property Value

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

IsLocked

Gets this Exit is locked.

Declaration

```
public bool IsLocked { get; }
```

Property Value

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

Methods

Interact(Item)

Interact with an item.

Declaration

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

Parameters

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

Returns

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

Lock()

Lock this exit.

Declaration

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

```
public void Lock()
```

Unlock()

Unlock this exit.

Declaration

```
public void Unlock()
```

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

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

↳ Matrix

Inherited Members

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public sealed class Matrix
```

Constructors

Matrix(Room[,])

Provides a 3D matrix of rooms.

Declaration

```
public Matrix(Room[,] rooms)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)[,,]	*rooms*	The rooms to be represented.

Properties

+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

Depth

Get the depth of the matrix.

Declaration

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

Property Value

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

Height

Get the height of the matrix.

Declaration

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

Property Value

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

this[int, int, int]

Get a room in this matrix.

Declaration

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

Parameters

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

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

Width

Get the width of the matrix.

Declaration

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

Property Value

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

Methods

ToRooms()

Return this matrix as a one dimensional array of rooms.

Declaration

```
public Room[] ToRooms()
```

Returns

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

↳ Overworld

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Inherited Members

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

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

ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	The identifier for this overworld.
Description (NetAF.Assets.Description.html)	*description*	A description of this overworld.

Overworld(string, string)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*identifier*	The identifier for this overworld.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	A description of this overworld.

Properties

CurrentRegion

Get the current region.

Declaration

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

Property Value

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

Regions

Get the regions in this overworld.

Declaration

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

Property Value

Type	Description
Region (NetAF.Assets.Locations.Region.html)[]	

Methods

AddRegion(Region)

Add a region to this overworld.

Declaration

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

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region to add.

Examine(ExaminationScene)

Examine this object

Declaration

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

Parameters

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

Returns

+ NetAF.Assets.Characters.html (NetAF.Assets.Characters.html)
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering

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

Overrides

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

FindRegion(string, out Region)

Find a region.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*regionName*	The regions name.
Region (NetAF.Assets.Locations.Region.html)	*region*	The region.

Returns

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

Move(Region)

Move to a region.

Declaration

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region to move to.

Returns

- NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering

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

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

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

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region to remove.

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld.html)
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering

Class Region

Represents a region.

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

↳ Region

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Inherited Members

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

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

ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

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

Constructors

Region(Identifier, Description)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.ht

Room

(NetAF.Assets.Locations.Room.htm

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Initializes a new instance of the Region class.

Declaration

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Interaction.html)	*identifier*	This Regions identifier.
Description (NetAF.Assets.Description.html)	*description*	The description of this Region.

Region(string, string)

Initializes a new instance of the Region class.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*identifier*	This Regions identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description of this Region.

Properties

CurrentRoom

Get the current room.

Declaration

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

Property Value

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

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.html)
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPos (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

this[int, int, int]

Get a room at a specified location.

Declaration

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

Parameters

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

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

Rooms

Get the number of rooms region contains.

Declaration

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

Property Value

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

VisibleWithoutDiscovery

Get if the current region is visible without discovery.

Declaration

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

Property Value

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

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.

Declaration

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

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	The room to add.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position within the region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*z*	The z position within the region.

Returns

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

Examine(ExaminationScene)

Examine this object.

Declaration

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

Parameters

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

Returns

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

Overrides

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

GetAdjoiningRoom(Direction)

Get an adjoining room to the Region.CurrentRoom property.

Declaration

```
public Room GetAdjoiningRoom(Direction direction)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction of the adjoining Room.

Returns

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The adjoining Room.

GetAdjoiningRoom(Direction, Room)

Get an adjoining room to a room.

Declaration

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction of the adjoining room.
Room (NetAF.Assets.Locations.Room.html)	*room*	The room to use as the reference.

Returns

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

GetPositionOfRoom(Room)

Get the position of a room.

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.html)
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.html)
  - Overworld (NetAF.Assets.Locations.Overworld.html)
  - Region (NetAF.Assets.Locations.Region.html)
  - Room (NetAF.Assets.Locations.Room.html)
  - RoomPosition (NetAF.Assets.Locations.RoomPosition.html)
  - ViewPoint (NetAF.Assets.Locations.ViewPoint.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	The room.

Returns

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	The position of the room.

JumpToRoom(int, int, int)

Jump to a room.

Declaration

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

Parameters

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

Returns

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

Move(Direction)

Move in a direction.

Declaration

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

Parameters

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

Returns

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

SetStartRoom(Room)

Set the room to start in.

Declaration

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

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	The Room to start in.

SetStartRoom(int, int, int)

Set the room to start in.

Declaration

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

Parameters

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

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

```
public Matrix ToMatrix()
```

Returns

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

TryFindRoom(string, out Room)

Tryand find a room within this region.

Declaration

```
public bool TryFindRoom(string name, out Room room)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	*room*	The room, if found, else null.

Returns

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

UnlockDoorPair(Direction)

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

Declaration

```
public bool UnlockDoorPair(Direction direction)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction to unlock in.

Returns

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

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Implements

IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

Class Room

Represents a room

Filter by title

Inheritance

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

↳ ExaminableObject (NetAF.Assets.ExaminableObject.html)

↳ Room

Implements

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

Inherited Members

ExaminableObject.Examination (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

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

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

ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

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

ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public sealed class Room : ExaminableObject, IExaminable, IPlayerVisible, IInteractW
ithItem
```

Constructors

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

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

Direction (NetAF.Assets.Locations.Direction.

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

Matrix (NetAF.Assets.Locations.Matrix.htm

Overworld (NetAF.Assets.Locations.Overworl

Region (NetAF.Assets.Locations.Region.ht

Room (NetAF.Assets.Locations.Room.htm

RoomPosition (NetAF.Assets.Locations.RoomPos

ViewPoint (NetAF.Assets.Locations.ViewPoint

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

Declaration

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	This rooms identifier.
Description (NetAF.Assets.Description.html)	*description*	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	*exits*	The exits from this room.

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

Initializes a new instance of the Room class.

Declaration

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	This rooms identifier.
Description (NetAF.Assets.Description.html)	*description*	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	*exits*	The exits from this room.
Item (NetAF.Assets.Item.html)[]	*items*	The items in this room.

Room(string, string, params Exit[])

Initializes a new instance of the Room class.

Declaration

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

Parameters

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*identifier*	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	*exits*	The exits from this room.

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations
(NetAF.Assets.Locations.html)
Direction
(NetAF.Assets.Locations.Direction.
Exit
(NetAF.Assets.Locations.Exit.html)
Matrix
(NetAF.Assets.Locations.Matrix.htm
Overworld
(NetAF.Assets.Locations.Overworld
Region
(NetAF.Assets.Locations.Region.ht
Room
(NetAF.Assets.Locations.Room.htm
RoomPosition
(NetAF.Assets.Locations.RoomPos
ViewPoint
(NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands
(NetAF.Commands.html)
+ NetAF.Conversations
(NetAF.Conversations.html)
+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
+ NetAF.Extensions
(NetAF.Extensions.html)
+ NetAF.Interpretation
(NetAF.Interpretation.html)
+ NetAF.Logic
(NetAF.Logic.html)
+ NetAF.Rendering
(NetAF.Rendering.html)

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

Initializes a new instance of the Room class.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*identifier*	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	*exits*	The exits from this room.
Item (NetAF.Assets.Item.html)[]	*items*	The items in this room.

Properties

Characters

Get the characters in this Room.

Declaration

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

Property Value

Type	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]	

EnteredFrom

Get which direction this Room was entered from.

Declaration

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

Property Value

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)?	

Exits

Get the exits.

Declaration

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

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

HasBeenVisited

Get if this location has been visited.

Declaration

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

Property Value

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

Interaction

Get or set the interaction.

Declaration

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


+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Property Value

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

this[Direction]

Get an exit.

Declaration

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction of an exit.

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	The exit.

Items

Get the items in this Room.

Declaration

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

Property Value

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

UnlockedExits

Get all unlocked exits.

Declaration

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

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

Methods

AddCharacter(NonPlayableCharacter)

Add a character to this room.

Declaration

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

Parameters

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	*character*	The character to add.

AddExit(Exit)

Add an exit to this room.

Declaration

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

Parameters

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	*exit*	The exit to add.

AddItem(Item)

Add an item to this room.

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to add.

CanMove(Direction)

Tests if a move is possible.

Declaration

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction to test.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If a move in the specified direction is possible.

ContainsCharacter(NonPlayableCharacter, bool)

Get if this Room contains a character.

Declaration

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleC
haracters = false)
```

Parameters

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	*character*	The character.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleCharacters*	Specify if invisible characters 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.

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.html)
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.html)
  - Overworld (NetAF.Assets.Locations.Overworld.html)
  - Region (NetAF.Assets.Locations.Region.html)
  - Room (NetAF.Assets.Locations.Room.html)
  - RoomPosition (NetAF.Assets.Locations.RoomPosition.html)
  - ViewPoint (NetAF.Assets.Locations.ViewPoint.html)
- NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
- NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)

ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*characterName*	The character name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleCharacters*	Specify if invisible characters 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.

ContainsExit(Direction, bool)

Get if this Room contains an exit.

Declaration

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

Parameters

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

Returns

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

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

ContainsExit(bool)

Get if this Room contains an exit.

Declaration

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

Parameters

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

Returns

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

ContainsInteractionTarget(string)

Get if this Room contains an interaction target.

Declaration

```
public bool ContainsInteractionTarget(string targetName)
```

Parameters

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.

ContainsItem(item)

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

Declaration

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

```
public bool ContainsItem(Item item)
```

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to check for.

Returns

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

ContainsItem(string, bool)

Get if this Room contains an item.

Declaration

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

Parameters

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(ExaminationScene)

Handle examination this Room.

Declaration

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

Parameters

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

Overrides

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

FindCharacter(string, out NonPlayableCharacter)

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

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*characterName*	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	*character*	The character name.

Returns

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

FindCharacter(string, out NonPlayableCharacter, bool)

Find a character.

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*characterName*	The character name.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	*character*	The character.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleCharacters*	Specify if invisible characters should be included.

Returns

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

FindExit(Direction, bool, out Exit)

Find an exit.

Declaration

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The exits direction.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleExits*	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html)	*exit*	The exit.

Returns

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

FindInteractionTarget(string, out IInteractWithItem)

Find an interaction target.

Declaration

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*targetName*	The targets name.
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	*target*	The target.

Returns

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

FindItem(string, out Item)

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

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*itemName*	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	*item*	The item

Returns

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

Declaration

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

Parameters

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

Returns

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

HasLockedExitInDirection(Direction, bool)

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

Declaration

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
= false)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleExits*	Specify if invisible exits should be included.

Returns

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

HasUnlockedExitInDirection(Direction, bool)

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

Declaration

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*includeInvisibleExits*	Specify if invisible exits should be included.

Returns

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

Interact(Item)

Interact with an item.

Declaration

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

Parameters

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

Returns

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

MovedInto(Direction?)

Handle movement into this Gameplace location.

Declaration

```
public void MovedInto(Direction? fromDirection)
```

Parameters

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*fromDirection*	The direction movement into this Room is from. Use null if there is no direction.

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

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

RemoveCharacter(NonPlayableCharacter)

Remove a character from the room.

Declaration

```
public void RemoveCharacter(NonPlayableCharacter character)
```

Parameters

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	*character*	The character to remove.

RemoveExit(Exit)

Remove an exit from the room.

Declaration

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

Parameters

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	*exit*	The exit to remove.

RemoveInteractionTarget(IInteractWithItem)

Remove an interaction target from the room.

Declaration

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

Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	*target*	The target to remove.

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The target removed from this room.

RemoveItem(Item)

Remove an item from the room.

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html)	*item*	The item to remove.

SpecifyConditionalDescription(ConditionalDescription)

Specify a conditional description of this room.

Declaration

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

Parameters

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html)	*description*	The description of this room.

Implements

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

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

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

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

  Direction (NetAF.Assets.Locations.Direction.
  Exit (NetAF.Assets.Locations.Exit.html)
  Matrix (NetAF.Assets.Locations.Matrix.htm
  Overworld (NetAF.Assets.Locations.Overworld
  Region (NetAF.Assets.Locations.Region.ht
  Room (NetAF.Assets.Locations.Room.htm
  RoomPosition (NetAF.Assets.Locations.RoomPos
  ViewPoint (NetAF.Assets.Locations.ViewPoint

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

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

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

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

↳ RoomPosition

Inherited Members

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

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public class RoomPosition
```

Constructors

RoomPosition(Room, int, int, int)

Initializes a new instance of the RoomPosition class.

Declaration

```
public RoomPosition(Room room, int x, int y, int z)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	The room/
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*z*	The z position of the room.

- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworl
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
- **+ NetAF.Commands (NetAF.Commands.html)**
- **+ NetAF.Conversations (NetAF.Conversations.html)**
- **+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **+ NetAF.Extensions (NetAF.Extensions.html)**
- **+ NetAF.Interpretation (NetAF.Interpretation.html)**
- **+ NetAF.Logic (NetAF.Logic.html)**
- **+ NetAF.Rendering (NetAF.Rendering.html)**
- **+ NetAF.Rendering.Frame**

Properties

Room

Get the room.

Declaration

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

Property Value

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

X

Get the X position of the room.

Declaration

```
public int X { get; }
```

Property Value

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

Y

Get the Y position of the room.

Declaration

```
public int Y { get; }
```

Property Value

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

Z

Get the Z position of the room.

Declaration

```
public int Z { get; }
```

Property Value

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

Methods

IsAtPosition(int, int, int)

Get if this RoomPosition is at a position.

Declaration

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

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*z*	The Z position.

Returns

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

- **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
- **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoin
- **+ NetAF.Commands (NetAF.Commands.html)**
- **+ NetAF.Conversations (NetAF.Conversations.html)**
- **+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
- **+ NetAF.Extensions (NetAF.Extensions.html)**
- **+ NetAF.Interpretation (NetAF.Interpretation.html)**
- **+ NetAF.Logic (NetAF.Logic.html)**
- **+ NetAF.Rendering (NetAF.Rendering.html)**
- **+ NetAF.Rendering.Frame**

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

↳ ViewPoint

Inherited Members

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

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

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

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

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

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

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

Assembly: NetAF.dll

Syntax

```
public sealed class ViewPoint
```

Properties

Any

Get if there is a view in any direction.

Declaration

```
public bool Any { get; }
```

Property Value

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

AnyNotVisited

- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
- NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)
- NetAF.Rendering.Frame

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

AnyVisited

Get if there is a view in any direction.

Declaration

```
public bool AnyVisited { get; }
```

Property Value

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

this[Direction]

Get the room that lies in a specified direction.

Declaration

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*direction*	The direction to check.

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

NoView

- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
  - Direction (NetAF.Assets.Locations.Direction.
  - Exit (NetAF.Assets.Locations.Exit.html)
  - Matrix (NetAF.Assets.Locations.Matrix.htm
  - Overworld (NetAF.Assets.Locations.Overworld
  - Region (NetAF.Assets.Locations.Region.ht
  - Room (NetAF.Assets.Locations.Room.htm
  - RoomPosition (NetAF.Assets.Locations.RoomPos
  - ViewPoint (NetAF.Assets.Locations.ViewPoint
- + NetAF.Commands (NetAF.Commands.html)
- + NetAF.Conversations (NetAF.Conversations.html)
- + NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- + NetAF.Extensions (NetAF.Extensions.html)
- + NetAF.Interpretation (NetAF.Interpretation.html)
- + NetAF.Logic (NetAF.Logic.html)
- + NetAF.Rendering (NetAF.Rendering.html)
- + NetAF.Rendering.Frame

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

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

Methods

Create(Region)

Create a new ViewPoint.

Declaration

```
public static ViewPoint Create(Region region)
```

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region to create the view point from.

Returns

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	The view point.

Namespace NetAF.Commands

Classes

Filter by title

CustomCommand (NetAF.Commands.CustomCommand.html)

Represents a command.

Interfaces

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

Delegates

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

Provides a callback for custom commands.

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

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

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

- NetAF.Commands (NetAF.Commands.html)

CustomCommand (NetAF.Commands.CustomCommand.html)

CustomCommandCallback (NetAF.Commands.CustomComma

ICommand (NetAF.Commands.ICommand.htm

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

Implements

ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

```
public class CustomCommand : ICommand, IPlayerVisible
```

Constructors

CustomCommand(CommandHelp, bool, CustomCommandCallback)

Initializes a new instance of the CustomCommand class.

Declaration

```
public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback c
allback)
```

Parameters

(NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters
(NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)
- NetAF.Commands
(NetAF.Commands.html)
CustomCommand
(NetAF.Commands.CustomComma
CustomCommandCallback
(NetAF.Commands.CustomComma
ICommand
(NetAF.Commands.ICommand.htm
+ NetAF.Conversations
(NetAF.Conversations.html)
+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
+ NetAF.Extensions
(NetAF.Extensions.html)
+ NetAF.Interpretation
(NetAF.Interpretation.html)
+ NetAF.Logic
(NetAF.Logic.html)
+ NetAF.Rendering
(NetAF.Rendering.html)
+ NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame
Builders.Color

Type	Name	Description
CommandHelp (NetAF.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 (NetAF.Commands.CustomCommandCallback.html)	*callback*	The callback to invoke when this command is invoked.

Properties

Arguments

Get or set the arguments.

Declaration

```
public string[] Arguments { get; set; }
```

Property Value

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

Help

Get the help for this command.

Declaration

```
public CommandHelp Help { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	

IsPlayerVisible

Get or set if this is visible to the player.

Declaration

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters (NetAF.Assets.Characters.htm
- NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- NetAF.Commands (NetAF.Commands.html)
  - CustomCommand (NetAF.Commands.CustomComma
  - CustomCommandCallback (NetAF.Commands.CustomComma
  - ICommand (NetAF.Commands.ICommand.htm
- NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
- NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)
- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color

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

Property Value

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

Methods

Invoke(Game)

Invoke the command.

Declaration

```
public Reaction Invoke(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to invoke the command on.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
  - CustomCommand (NetAF.Commands.CustomComma
  - CustomCommandCallback (NetAF.Commands.CustomComma
  - ICommand (NetAF.Commands.ICommand.htm
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

+ NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- NetAF.Commands (NetAF.Commands.html)
  - CustomCommand (NetAF.Commands.CustomComma
    - CustomCommandCallback (NetAF.Commands.CustomComma
  - ICommand (NetAF.Commands.ICommand.htm
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

```
public delegate Reaction CustomCommandCallback(Game game, string[] arguments)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to invoke the command on.
string (https://learn.microsoft.com/dotnet/api/system.string) []	*arguments*	The arguments to invoke the command with.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF.Commands (NetAF.Commands.html)

Assembly: NetAF.dll

Syntax

```
public interface ICommand
```

Methods

Invoke(Game)

Invoke the command.

Declaration

```
void Invoke(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to invoke the command on.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
- NetAF.Commands (NetAF.Commands.html)
  - CustomCommand (NetAF.Commands.CustomComma
  - CustomCommandCallback (NetAF.Commands.CustomComma
  - ICommand (NetAF.Commands.ICommand.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

Represents a conversation.

LogItem (NetAF.Conversations.LogItem.html)

Provides a container for log items.

Paragraph (NetAF.Conversations.Paragraph.html)

Represents a paragraph in a Conversation.

Response (NetAF.Conversations.Response.html)

Provides a response to a conversation.

Enums

Participant (NetAF.Conversations.Participant.html)

Enumeration of participants in a conversation.

Delegates

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

Provides a callback that can be used in conversations invoking actions.

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

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

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

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

- **NetAF.Conversations (NetAF.Conversations.html)**

  Conversation (NetAF.Conversations.Conversatio

  ConversationActionCallback (NetAF.Conversations.Conversatio

  LogItem (NetAF.Conversations.LogItem.htm

  Paragraph (NetAF.Conversations.Paragraph.h

  Participant (NetAF.Conversations.Participant.h

  Response (NetAF.Conversations.Response.h

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame**

Class Conversation

Represents a conversation.

Filter by title

Inheritance

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

↳ Conversation

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Conversation
```

Constructors

Conversation(params Paragraph[])

Represents a conversation.

Declaration

```
public Conversation(params Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The paragraphs.

Properties

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversatio

ConversationActionCallback

(NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

Property Value

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

Log

Get the log.

Declaration

```
public LogItem[] Log { get; }
```

Property Value

Type	Description
LogItem (NetAF.Conversations.LogItem.html)[]	

Paragraphs

Get the current paragraph in the conversation.

Declaration

```
public Paragraph[] Paragraphs { get; }
```

Property Value

Type	Description
Paragraph (NetAF.Conversations.Paragraph.html)[]	

Methods

NextGame()

+ NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction to the line.

Respond(Response, Game)

Respond to the conversation.

Declaration

```
public Reaction Respond(Response response, Game game)
```

Parameters

Type	Name	Description
Response (NetAF.Conversations.Response.html)	*response*	The response.
Game (NetAF.Logic.Game.html)	*game*	The game.

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction to the response.

+ NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public delegate void ConversationActionCallback(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to invoke the callback on.

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

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

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public sealed class LogItem
```

Constructors

LogItem(Participant, string)

Initializes a new instance of the LogItem class.

Declaration

```
public LogItem(Participant participant, string line)
```

Parameters

Type	Name	Description
Participant (NetAF.Conversations.Participant.html)	*participant*	The participant.
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	The line.

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

Properties

Line

Get the line.

Declaration

```
public string Line { get; }
```

Property Value

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

Participant

Get the participant.

Declaration

```
public Participant Participant { get; }
```

Property Value

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

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

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

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Paragraph
```

Constructors

Paragraph(string, ConversationActionCallback, IEndOfPargraphInstruction, string)

Represents a paragraph in a Conversation.

Declaration

```
public Paragraph(string line, ConversationActionCallback action, IEndOfPargraphInstr
uction instruction, string name = "")
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	Specify the line.

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
- NetAF.Conversations (NetAF.Conversations.html)
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	*action*	Specify any action to be carried out with this line.
IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)	*instruction*	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	Specify the name of the paragraph.

Paragraph(string, ConversationActionCallback, string)

Initializes a new instance of the Paragraph class.

Declaration

```
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	Specify the line.
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	*action*	Specify any action to be carried out with this line.
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	Specify the name of the paragraph.

Paragraph(string, IEndOfPargraphInstruction, string)

Initializes a new instance of the Paragraph class.

Declaration

```
public Paragraph(string line, IEndOfPargraphInstruction instruction, string name =
"")
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	Specify the line.

Type	Name	Description
IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)	*instruction*	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	Specify the name of the paragraph.

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

Paragraph(string, string)

Initializes a new instance of the Paragraph class.

Declaration

```
public Paragraph(string line, string name = "")
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	Specify the line.
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	Specify the name of the paragraph.

Properties

Action

Get or set any action to carry out on this line.

Declaration

```
public ConversationActionCallback Action { get; set; }
```

Property Value

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

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

Property Value

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

Instruction

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Declaration

```
public IEndOfParagraphInstruction Instruction { get; }
```

Property Value

Type	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)	

Line

Get or set the line.

Declaration

```
public string Line { get; set; }
```

Property Value

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

Name

Get the name.

Declaration

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

Property Value

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

Responses

Get or set the responses, applicable to the last line.

Declaration

```
public Response[] Responses { get; set; }
```

Property Value

Type	Description
Response (NetAF.Conversations.Response.html)[]	

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
- **NetAF.Conversations (NetAF.Conversations.html)**
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public enum Participant
```

Fields

Name	Description
Other	Any other participant.
Player	The player.

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

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

- **NetAF.Conversations (NetAF.Conversations.html)**
  - Conversation (NetAF.Conversations.Conversatio
  - ConversationActionCallback (NetAF.Conversations.Conversatio
  - LogItem (NetAF.Conversations.LogItem.htm
  - Paragraph (NetAF.Conversations.Paragraph.h
  - Participant (NetAF.Conversations.Participant.h
  - Response (NetAF.Conversations.Response.h

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

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

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Response
```

Constructors

Response(string)

Initializes a new instance of the Response class.

Declaration

```
public Response(string line)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	The line to trigger this response.

Response(string, IEndOfParagraphInstruction)

Provides a response to a conversation.

Declaration

```
public Response(string line, IEndOfPargraphInstruction instruction)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*line*	The line to trigger this response.
IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)	*instruction*	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Properties

Instruction

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Declaration

```
public IEndOfPargraphInstruction Instruction { get; }
```

Property Value

Type	Description
IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)	

Line

Get the line.

Declaration

```
public string Line { get; }
```

Property Value

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

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

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

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

- **NetAF.Conversations (NetAF.Conversations.html)**

  Conversation (NetAF.Conversations.Conversatio
  ConversationActionCallback (NetAF.Conversations.Conversatio
  LogItem (NetAF.Conversations.LogItem.htm
  Paragraph (NetAF.Conversations.Paragraph.h
  Participant (NetAF.Conversations.Participant.h
  Response (NetAF.Conversations.Response.h

+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

Namespace NetAF.Conversations.Instructions

Filter by title

Classes

ByCallback (NetAF.Conversations.Instructions.ByCallback.html)

An end of paragraph instruction that shifts paragraphs based on a callback.

First (NetAF.Conversations.Instructions.First.html)

An end of paragraph instruction that shifts paragraphs to the start.

GoTo (NetAF.Conversations.Instructions.GoTo.html)

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Jump (NetAF.Conversations.Instructions.Jump.html)

An end of paragraph instruction that shifts paragraphs based on a delta.

Last (NetAF.Conversations.Instructions.Last.html)

An end of paragraph instruction that shifts paragraphs to the end.

Next (NetAF.Conversations.Instructions.Next.html)

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Previous (NetAF.Conversations.Instructions.Previous.html)

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Repeat (NetAF.Conversations.Instructions.Repeat.html)

An end of paragraph instruction that repeats.

ToName (NetAF.Conversations.Instructions.ToName.html)

An end of paragraph instruction that shifts paragraphs based on a name.

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

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.**
  - ByCallback (NetAF.Conversations.Instructions.
  - First (NetAF.Conversations.Instructions.
  - GoTo (NetAF.Conversations.Instructions.
  - IEndOfParagraphInstruction (NetAF.Conversations.Instructions.
  - Jump (NetAF.Conversations.Instructions.
  - Last (NetAF.Conversations.Instructions.
  - Next (NetAF.Conversations.Instructions.
  - Previous (NetAF.Conversations.Instructions.
  - Repeat (NetAF.Conversations.Instructions.
  - ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

Interfaces

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Represents an instructon to be carried out at the end of a paragraph.

(NetAF.Assets.Characters.html

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

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
  First (NetAF.Conversations.Instructions.
  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  Jump (NetAF.Conversations.Instructions.
  Last (NetAF.Conversations.Instructions.
  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

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

↳ ByCallback

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ByCallback : IEndOfPargraphInstruction
```

Constructors

ByCallback(Func<IEndOfPargraphInstruction>)

Creates a new instance of the ByCallback class.

Declaration

```
public ByCallback(Func<IEndOfPargraphInstruction> callback)
```

Parameters

Type	Name	Description
Func (https://learn.microsoft.com/dotnet/api/system.func-1)< IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html) >	*callback*	The callback that decides the instruction to use.

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

Property Value

Type	Description
Func (https://learn.microsoft.com/dotnet/api/system.func-1)<IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>	

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Assets.Interaction.html (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions
  - NetAF.Conversations.Instructions.ByCallback (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.First (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.GoTo (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.IEndOfParagraphInstruction (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.Jump (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.Last (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.Next (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.Previous (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.Repeat (NetAF.Conversations.Instructions.
  - NetAF.Conversations.Instructions.ToName (NetAF.Conversations.Instructions.
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)

(NetAF.Assets.Interaction.html

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
  First (NetAF.Conversations.Instructions.
  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  Jump (NetAF.Conversations.Instructions.
  Last (NetAF.Conversations.Instructions.
  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

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

↳ First

Implements

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class First : IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
  - ByCallback (NetAF.Conversations.Instructions.
  - First (NetAF.Conversations.Instructions.
  - GoTo (NetAF.Conversations.Instructions.
  - IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  - Jump (NetAF.Conversations.Instructions.
  - Last (NetAF.Conversations.Instructions.
  - Next (NetAF.Conversations.Instructions.
  - Previous (NetAF.Conversations.Instructions.
  - Repeat (NetAF.Conversations.Instructions.
  - ToName (NetAF.Conversations.Instructions.
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
  First (NetAF.Conversations.Instructions.
  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  Jump (NetAF.Conversations.Instructions.
  Last (NetAF.Conversations.Instructions.
  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

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

↳ GoTo

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class GoTo : IEndOfPargraphInstruction
```

Constructors

GoTo(int)

Create a new instance of the GoTo class.

Declaration

```
public GoTo(int index)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*index*	The index of the next paragraph.

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
  - NetAF.Conversations.Instructions.ByCallback
  - NetAF.Conversations.Instructions.First
  - NetAF.Conversations.Instructions.GoTo
  - NetAF.Conversations.Instructions.IEndOfPargraphInstruction
  - NetAF.Conversations.Instructions.Jump
  - NetAF.Conversations.Instructions.Last
  - NetAF.Conversations.Instructions.Next
  - NetAF.Conversations.Instructions.Previous
  - NetAF.Conversations.Instructions.Repeat
  - NetAF.Conversations.Instructions.ToName
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Properties

Index

Get the index.

Declaration

```
public int Index { get; }
```

Property Value

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

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
  - ByCallback (NetAF.Conversations.Instructions.ByCallback.html)
  - First (NetAF.Conversations.Instructions.First.html)
  - GoTo (NetAF.Conversations.Instructions.GoTo.html)
  - IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)
  - Jump (NetAF.Conversations.Instructions.Jump.html)
  - Last (NetAF.Conversations.Instructions.Last.html)
  - Next (NetAF.Conversations.Instructions.Next.html)
  - Previous (NetAF.Conversations.Instructions.Previous.html)
  - Repeat (NetAF.Conversations.Instructions.Repeat.html)
  - ToName (NetAF.Conversations.Instructions.ToName.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
  First (NetAF.Conversations.Instructions.
  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  Jump (NetAF.Conversations.Instructions.
  Last (NetAF.Conversations.Instructions.
  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Interface IEndOfPargraphInstruction

Represents an instructon to be carried out at the end of a paragraph.

Filter by title

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
  - ByCallback (NetAF.Conversations.Instructions.
  - First (NetAF.Conversations.Instructions.
  - GoTo (NetAF.Conversations.Instructions.
  - IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  - Jump (NetAF.Conversations.Instructions.
  - Last (NetAF.Conversations.Instructions.
  - Next (NetAF.Conversations.Instructions.
  - Previous (NetAF.Conversations.Instructions.
  - Repeat (NetAF.Conversations.Instructions.
  - ToName (NetAF.Conversations.Instructions.
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public interface IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

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

↳ Jump

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Jump : IEndOfPargraphInstruction
```

Constructors

Jump(int)

Create a new instance of the Jump class.

Declaration

```
public Jump(int delta)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*delta*	The delta to shift paragraphs by.

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
- NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
  - ByCallback (NetAF.Conversations.Instructions.
  - First (NetAF.Conversations.Instructions.
  - Goto (NetAF.Conversations.Instructions.
  - IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
  - Jump (NetAF.Conversations.Instructions.
  - Last (NetAF.Conversations.Instructions.
  - Next (NetAF.Conversations.Instructions.
  - Previous (NetAF.Conversations.Instructions.
  - Repeat (NetAF.Conversations.Instructions.
  - ToName (NetAF.Conversations.Instructions.
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)

Properties

Delta

Get the delta.

Declaration

```
public int Delta { get; }
```

Property Value

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

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
  - ByCallback (NetAF.Conversations.Instructions.
  - First (NetAF.Conversations.Instructions.
  - GoTo (NetAF.Conversations.Instructions.
  - IEndOfParagraphInstruction (NetAF.Conversations.Instructions.
  - Jump (NetAF.Conversations.Instructions.
  - Last (NetAF.Conversations.Instructions.
  - Next (NetAF.Conversations.Instructions.
  - Previous (NetAF.Conversations.Instructions.
  - Repeat (NetAF.Conversations.Instructions.
  - ToName (NetAF.Conversations.Instructions.
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
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  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

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

↳ Last

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Last : IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

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

↳ Next

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Next : IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

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

↳ Previous

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

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

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

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

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

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

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

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Previous : IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

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

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

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

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
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  GoTo (NetAF.Conversations.Instructions.
  IEndOfPargraphInstruction (NetAF.Conversations.Instructions.
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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

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

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

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

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

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

↳ Repeat

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Repeat : IEndOfPargraphInstruction
```

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ToName

Implements

IEndOfPargraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ToName : IEndOfPargraphInstruction
```

Constructors

ToName(string)

Create a new instance of the ToName class.

Declaration

```
public ToName(string name)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	The name of the paragraph to jump to.

Properties

Name

Get the name of the paragraph to jump to.

Declaration

```
public string Name { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

Declaration

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Parameters

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	*current*	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	*paragraphs*	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfPargraphInstruction.html)

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

- **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

  ByCallback (NetAF.Conversations.Instructions.
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  Next (NetAF.Conversations.Instructions.
  Previous (NetAF.Conversations.Instructions.
  Repeat (NetAF.Conversations.Instructions.
  ToName (NetAF.Conversations.Instructions.

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

Namespace NetAF.Extensions

Classes

Filter by title

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

- **NetAF.Extensions (NetAF.Extensions.html)**

  DirectionExtensions (NetAF.Extensions.DirectionExtens
  StringBuilderExtensions (NetAF.Extensions.StringBuilderEx
  StringExtensions (NetAF.Extensions.StringExtension

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.Frame Builders.Color**

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

Provides extension methods for Directions.

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

Provides extension methods for StringBuilder.

StringExtensions (NetAF.Extensions.StringExtensions.html)

Provides extension methods for strings.

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ DirectionExtensions

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

Assembly: NetAF.dll

Syntax

```
public static class DirectionExtensions
```

Methods

Inverse(Direction)

Gets an inverse direction.

Declaration

```
public static Direction Inverse(this Direction value)
```

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	*value*	The direction.

Returns

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**

- **NetAF.Extensions (NetAF.Extensions.html)**

  DirectionExtensions (NetAF.Extensions.DirectionExtens
  StringBuilderExtensions (NetAF.Extensions.StringBuilderEx
  StringExtensions (NetAF.Extensions.StringExtension

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.Frame Builders.Color**

Class StringBuilderExtensions

Provides extension methods for StringBuilder.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ StringBuilderExtensions

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

Assembly: NetAF.dll

Syntax

```
public static class StringBuilderExtensions
```

Methods

EnsureFinishedSentence(StringBuilder)

Ensure this string is a finished sentence, ending in either ?, ! or .

Declaration

```
public static void EnsureFinishedSentence(this StringBuilder value)
```

Parameters

Type	Name	Description
StringBuilder (https://learn.microsoft.com/dotnet/api/system.text.stringbuilder)	*value*	The string to finish.

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

- NetAF.Extensions (NetAF.Extensions.html)

DirectionExtensions (NetAF.Extensions.DirectionExtens

StringBuilderExtensions (NetAF.Extensions.StringBuilderEx

StringExtensions (NetAF.Extensions.StringExtension

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.FrameBuilders.Color

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

- **NetAF.Extensions (NetAF.Extensions.html)**

  DirectionExtensions (NetAF.Extensions.DirectionExtens
  StringBuilderExtensions (NetAF.Extensions.StringBuilderEx
  StringExtensions (NetAF.Extensions.StringExtension

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.FrameBuilders.Color**

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)
↳ StringExtensions

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

Assembly: NetAF.dll

Syntax

```
public static class StringExtensions
```

Methods

CaseInsensitiveContains(string, string)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

Declaration

```
public static bool CaseInsensitiveContains(this string value, string subString)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.
string (https://learn.microsoft.com/dotnet/api/system.string)	*subString*	The string to seek.

Returns

(NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters
(NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction
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+ NetAF.Assets.Locations
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+ NetAF.Rendering.Frame
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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.

+ NetAF.Assets.Attributes.html (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
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+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color

EnsureFinishedSentence(string)

Ensure this string is a finished sentence, ending in either ?, ! or .

Declaration

```
public static string EnsureFinishedSentence(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string to finish.

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The finished string.

EqualsExaminable(string, IExaminable)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.
IExaminable (NetAF.Assets.IExaminable.html)	*examinable*	The examinable.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.
Identifier (NetAF.Assets.Identifier.html)	*identifier*	The identifier.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

GetObjectifier(string)

Get an objectifier for a word.

Declaration

```
public static string GetObjectifier(this string word)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*word*	The word.

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

IsPlural(string)

Certifies if this is plural.

Declaration

```
public static bool IsPlural(this string word)
```

Parameters

(NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
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+ NetAF.Rendering.FrameBuilders.Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*word*	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

IsVowel(string)

Get if a character is a vowel.

Declaration

```
public static bool IsVowel(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

LineCount(string)

Determine the number of lines in this string.

Declaration

```
public static int LineCount(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

(NetAF.Assets.Characters.htm

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
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+ **NetAF.Rendering.Frame Builders.Color**

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string to ensure isn't finished finish.

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The unfinished string.

ToDescription(string)

Returns this string as a Description.

Declaration

```
public static Description ToDescription(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.

Returns

Type	Description
Description (NetAF.Assets.Description.html)	This string as a description.

ToIdentifier(string)

Returns this string as an Identifier.

Declaration

```
public static Identifier ToIdentifier(this string value)
```

Parameters

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
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+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.

Returns

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

ToSentenceCase(string)

Convert a string to sentence case.

Declaration

```
public static string ToSentenceCase(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The word in sentence case.

ToSpeech(string)

Convert a string to speech.

Declaration

```
public static string ToSpeech(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The value.

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

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+ **NetAF.Rendering.Frame Builders.Color**

Namespace NetAF.Interpretation

Classes

Filter by title

CommandHelp (NetAF.Interpretation.CommandHelp.html)

Provides help for a command.

CustomCommandInterpreter (NetAF.Interpretation.CustomCommandInterpreter.html)

Provides an object that can be used for interpreting custom commands.

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Represents the result of an interpretation.

Interfaces

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Represents any object that can act as an interpreter for input.

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

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+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.Frame**

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ CommandHelp

Implements

IEquatable (https://learn.microsoft.com/dotnet/api/system.iequatable-1)<CommandHelp (NetAF.Interpretation.CommandHelp.html)>

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

```
public sealed class CommandHelp : IEquatable<CommandHelp>
```

Constructors

CommandHelp(string, string)

Initializes a new instance of the CommandHelp class.

Declaration

```
public CommandHelp(string command, string description)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*command*	The command.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The help.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
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+ NetAF.Extensions (NetAF.Extensions.html)
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+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

Properties

Command

Get the command.

Declaration

```
public string Command { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Description

Get the description of the command.

Declaration

```
public string Description { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

Equals(CommandHelp)

Indicates whether the current object is equal to another object of the same type.

Declaration

```
public bool Equals(CommandHelp other)
```

Parameters

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	*other*	An object to compare with this object.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
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+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the `other` parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

Implements

IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
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+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
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+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.Frame**

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

Implements

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

```
public class CustomCommandInterpreter : IInterpreter
```

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

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+ NetAF.Extensions (NetAF.Extensions.html)

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+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.Frame

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	The contextual help.

Interpret(string, Game)

Interpret a string.

Declaration

```
NetAF.Interpretation.InterpretationResult Interpret(string input, Game game)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*input*	The string to interpret.
Game (NetAF.Logic.Game.html)	*game*	The game.

Returns

Type	Description
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

Implements

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

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+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)
Assembly: NetAF.dll

Syntax

```
public interface IInterpreter
```

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

```
CommandHelp[] SupportedCommands { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

```
CommandHelp[] GetContextualCommandHelp(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
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+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	The contextual help.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
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+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

Interpret(string, Game)

Interpret a string.

Declaration

```
InterpretationResult Interpret(string input, Game game)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*input*	The string to interpret.
Game (NetAF.Logic.Game.html)	*game*	The game.

Returns

Type	Description
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ InterpretationResult

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

```
public class InterpretationResult
```

Constructors

InterpretationResult(bool, ICommand)

Represents the result of an interpretation.

Declaration

```
public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)
```

Parameters

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*wasInterpretedSuccessfully*	If interpretation was successful.
ICommand (NetAF.Commands.ICommand.html)	*command*	The command.

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
  - CommandHelp (NetAF.Interpretation.CommandHe
  - CustomCommandInterpreter (NetAF.Interpretation.CustomComm
  - IInterpreter (NetAF.Interpretation.IInterpreter.ht
  - InterpretationResult (NetAF.Interpretation.Interpretation
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

Properties

Command

Get the command.

Declaration

```
public ICommand Command { get; }
```

Property Value

Type	Description
ICommand (NetAF.Commands.ICommand.html)	

Fail

Get a default result for failure.

Declaration

```
public static InterpretationResult Fail { get; }
```

Property Value

Type	Description
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	

WasInterpretedSuccessfully

Get if interpretation was successful.

Declaration

```
public bool WasInterpretedSuccessfully { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
- NetAF.Interpretation (NetAF.Interpretation.html)
  - CommandHelp (NetAF.Interpretation.CommandHe
  - CustomCommandInterpreter (NetAF.Interpretation.CustomComm
  - IInterpreter (NetAF.Interpretation.IInterpreter.ht
  - InterpretationResult (NetAF.Interpretation.Interpretation
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame

+ **NetAF.Assets.Characters (NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**

+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

- **NetAF.Interpretation (NetAF.Interpretation.html)**

  CommandHelp (NetAF.Interpretation.CommandHe
  CustomCommandInterpreter (NetAF.Interpretation.CustomComr
  IInterpreter (NetAF.Interpretation.IInterpreter.ht
  InterpretationResult (NetAF.Interpretation.Interpretation

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

+ **NetAF.Rendering.Frame**

Namespace NetAF.Logic

Classes

Filter by title

AssetGenerator (NetAF.Logic.AssetGenerator.html)

Represents a generator for game assets.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Represents the result of an end check.

Game (NetAF.Logic.Game.html)

Represents a game.

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Represents a configuration for a game.

GameEndConditions (NetAF.Logic.GameEndConditions.html)

Provides a container for game end conditions.

GameInfo (NetAF.Logic.GameInfo.html)

Provides information about a game.

Enums

ExitMode (NetAF.Logic.ExitMode.html)

Enumeration of exit modes.

GameState (NetAF.Logic.GameState.html)

Enumeration of game states.

Delegates

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

Represents the callback used for Game creation.

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

Represents the callback used for Game setup.

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Represents a callback for Overworld creation.

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

Represents a callback for Player creation.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
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  - ExitMode (NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
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  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback

Class AssetGenerator

Represents a generator for game assets.

Filter by title

+ NetAF.Commands
  (NetAF.Commands.html)
+ NetAF.Conversations
  (NetAF.Conversations.html)
+ NetAF.Conversations.
  Instructions
  (NetAF.Conversations.Instruct
+ NetAF.Extensions
  (NetAF.Extensions.html)
+ NetAF.Interpretation
  (NetAF.Interpretation.html)
- NetAF.Logic
  (NetAF.Logic.html)

  AssetGenerator
  (NetAF.Logic.AssetGenerator.html)
  EndCheck
  (NetAF.Logic.EndCheck.html)
  EndCheckResult
  (NetAF.Logic.EndCheckResult.htm
  ExitMode
  (NetAF.Logic.ExitMode.html)
  Game
  (NetAF.Logic.Game.html)
  GameConfiguration
  (NetAF.Logic.GameConfiguration.h
  GameCreationCallback
  (NetAF.Logic.GameCreationCallba
  GameEndConditions
  (NetAF.Logic.GameEndConditions.
  GameInfo
  (NetAF.Logic.GameInfo.html)
  GameSetupCallback
  (NetAF.Logic.GameSetupCallback.
  GameState
  (NetAF.Logic.GameState.html)
  OverworldCreationCallback
  (NetAF.Logic.OverworldCreationCallback.html)
  PlayerCreationCallback
  (NetAF.Logic.PlayerCreationCallba

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)
  ↳ AssetGenerator

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public sealed class AssetGenerator
```

Methods

Custom(OverworldCreationCallback, PlayerCreationCallback)

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb
ack, PlayerCreationCallback playerCreationCallback)
```

Parameters

Type	Name	Description
OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)	*overworldCreationCallback*	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	*playerCreationCallback*	The player creation callback.

Returns

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return an overworld and a player as defined by the callbacks.

GetOverworld()

Get the overworld.

Declaration

```
public Overworld GetOverworld()
```

Returns

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	The overworld.

GetPlayer()

Get the player.

Declaration

```
public PlayableCharacter GetPlayer()
```

Returns

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	The player.

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAsset
Template<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<Overworld (NetAF.Assets.Locations.Overworld.html)>	*overworldTemplate*	The overworld template.
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	*playerTemplate*	The player template.

Returns

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<Playa
bleCharacter> playerTemplate)
```

Parameters

Type	Name	Description
OverworldMaker (NetAF.Utilities.OverworldMaker.html)	*overworldMaker*	The overworld maker.
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)<PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	*playerTemplate*	The player template.

Returns

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

Retained(Overworld, PlayableCharacter)

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	*overworld*	The overworld.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	*player*	The player.

Returns

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Delegate EndCheck

Represents the callback used for end checks.

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public delegate EndCheckResult EndCheck(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to check for end.

Returns

Type	Description
EndCheckResult (NetAF.Logic.EndCheckResult.html)	Returns a result from the check.

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ EndCheckResult

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public class EndCheckResult
```

Constructors

EndCheckResult(bool, string, string)

Represents the result of an end check.

Declaration

```
public EndCheckResult(bool hasEnded, string title, string description)
```

Parameters

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	*hasEnded*	If the game has ended.
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	A title to describe the end.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	A description of the end.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
AssetGenerator (NetAF.Logic.AssetGenerator.html)
EndCheck (NetAF.Logic.EndCheck.html)
EndCheckResult (NetAF.Logic.EndCheckResult.htm
ExitMode (NetAF.Logic.ExitMode.html)
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GameEndConditions (NetAF.Logic.GameEndConditions.
GameInfo (NetAF.Logic.GameInfo.html)
GameSetupCallback (NetAF.Logic.GameSetupCallback.
GameState (NetAF.Logic.GameState.html)
OverworldCreationCallback (NetAF.Logic.OverworldCreationC
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Properties

Description

Get a description of the end.

Declaration

```
public string Description { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

HasEnded

Get the game has come to an end.

Declaration

```
public bool HasEnded { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

NotEnded

Get a default result for not ended.

Declaration

```
public static EndCheckResult NotEnded { get; }
```

Property Value

Type	Description
EndCheckResult (NetAF.Logic.EndCheckResult.html)	

Title

Get a title to describe the end.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
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  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
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  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

- **NetAF.Logic (NetAF.Logic.html)**

  AssetGenerator (NetAF.Logic.AssetGenerator.html)
  EndCheck (NetAF.Logic.EndCheck.html)
  EndCheckResult (NetAF.Logic.EndCheckResult.htm
  ExitMode (NetAF.Logic.ExitMode.html)
  Game (NetAF.Logic.Game.html)
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  GameCreationCallback (NetAF.Logic.GameCreationCallba
  GameEndConditions (NetAF.Logic.GameEndConditions.
  GameInfo (NetAF.Logic.GameInfo.html)
  GameSetupCallback (NetAF.Logic.GameSetupCallback.
  GameState (NetAF.Logic.GameState.html)
  OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Enum ExitMode

Enumeration of exit modes.

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
Assembly: NetAF.dll

Syntax

```
public enum ExitMode
```

Fields

Name	Description
ExitApplication	Exit the application.
ReturnToTitleScreen	Return to the title screen.

Filter by title

+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Class Game

Represents a game.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ Game

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public sealed class Game
```

Properties

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

Property Value

Type	Description
IConverser (NetAF.Assets.Characters.IConverser.html)	

Configuration

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
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  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Get the configuration.

Declaration

```
public GameConfiguration Configuration { get; }
```

Property Value

Type	Description
GameConfiguration (NetAF.Logic.GameConfiguration.html)	

EndConditions

Get the end conditions.

Declaration

```
public GameEndConditions EndConditions { get; }
```

Property Value

Type	Description
GameEndConditions (NetAF.Logic.GameEndConditions.html)	

Info

Get the info.

Declaration

```
public GameInfo Info { get; }
```

Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

Introduction

Get the introduction.

Declaration

```
public string Introduction { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

IsExecuting

Get the is executing.

Declaration

```
public bool IsExecuting { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Overworld

Get the overworld.

Declaration

```
public Overworld Overworld { get; }
```

Property Value

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

Player

Get the player.

Declaration

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Methods

ChangePlayer(PlayableCharacter)

Change to a specified player.

Declaration

```
public void ChangePlayer(PlayableCharacter player)
```

Parameters

Type	Name	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	*player*	The player to change to.

Create(GameInfo, string, AssetGenerator, GameEndConditions, GameConfiguration, GameSetupCallback)

Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetG
enerator assetGenerator, GameEndConditions conditions, GameConfiguration configurati
on, GameSetupCallback setup = null)
```

Parameters

Type	Name	Description
GameInfo (NetAF.Logic.GameInfo.html)	*info*	Information about the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	*introduction*	An introduction to the game.
AssetGenerator (NetAF.Logic.AssetGenerator.html)	*assetGenerator*	The generator to use to create game assets.
GameEndConditions (NetAF.Logic.GameEndConditions.html)	*conditions*	The game conditions.
GameConfiguration (NetAF.Logic.GameConfiguration.html)	*configuration*	The configuration for the game.
GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	*setup*	A setup function to run on the created game after it has been created.

Returns

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
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  - Game (NetAF.Logic.Game.html)
  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Type	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

DisplayAbout()

Display the about frame.

Declaration

```
public void DisplayAbout()
```

DisplayHelp()

Display the help frame.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Declaration

```
public void DisplayMap()
```

DisplayTransition(string, string)

Display a transition frame.

Declaration

```
public void DisplayTransition(string title, string message)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message.

Execute(GameCreationCallback)

Execute a game.

Declaration

```
public static void Execute(GameCreationCallback creator)
```

Parameters

Type	Name	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	*creator*	The creator to use to create the game.

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

GetAllPlayerVisibleExaminables()

Get all examinables that are currently visible to the player.

Declaration

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

Returns

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
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  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	The targets name.

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The first IInteractWithItem object which has a name that matches the name parameter.

Type	Description
IExaminable (NetAF.Assets.IExaminable.html) []	An array of all examinables that are currently visible to the player.

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

- **NetAF.Logic (NetAF.Logic.html)**

  AssetGenerator (NetAF.Logic.AssetGenerator.html)
  EndCheck (NetAF.Logic.EndCheck.html)
  EndCheckResult (NetAF.Logic.EndCheckResult.htm
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  OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ GameConfiguration

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public sealed class GameConfiguration
```

Constructors

GameConfiguration(Size, ExitMode, IIOAdapter)

Represents a configuration for a game.

Declaration

```
public GameConfiguration(Size displaySize, ExitMode exitMode, IIOAdapter adapter)
```

Parameters

Type	Name	Description
Size (NetAF.Assets.Size.html)	*displaySize*	The display size.
ExitMode (NetAF.Logic.ExitMode.html)	*exitMode*	The exit mode.
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	*adapter*	The I/O adapter.

Properties

Adapter

Get the I/O adapter.

Declaration

```
public IIOAdapter Adapter { get; }
```

Property Value

Type	Description
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	

Default

Get the default game configuration.

Declaration

```
public static GameConfiguration Default { get; }
```

Property Value

Type	Description
GameConfiguration (NetAF.Logic.GameConfiguration.html)	

DisplayCommandListInSceneFrames

Get or set if the command list is displayed in scene frames.

Declaration

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

DisplaySize

Get the display size.

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
Size (NetAF.Assets.Size.html)	

ErrorPrefix

Get or set the prefix to use when displaying errors.

Declaration

```
public string ErrorPrefix { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

ExitMode

Get the exit mode.

Declaration

```
public ExitMode ExitMode { get; }
```

Property Value

Type	Description
ExitMode (NetAF.Logic.ExitMode.html)	

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

Property Value

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
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  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

Declaration

```
public IInterpretation.IInterpreter { get; set; }
```

Property Value

Type	Description
IInterpreter (NetAF.Interpretation.IInterpreter.html)	

SceneMapKeyType

Get or set the type of key to use on the scene map.

Declaration

```
public KeyType SceneMapKeyType { get; set; }
```

Property Value

Type	Description
KeyType (NetAF.Rendering.KeyType.html)	

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

+ NetAF.Conversations. (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
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  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
Assembly: NetAF.dll

Syntax

```
public delegate Game GameCreationCallback()
```

Returns

Type	Description
Game (NetAF.Logic.Game.html)	A game created by the callback.

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

+ NetAF.Commands
(NetAF.Commands.html)
+ NetAF.Conversations
(NetAF.Conversations.html)
+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
+ NetAF.Extensions
(NetAF.Extensions.html)
+ NetAF.Interpretation
(NetAF.Interpretation.html)
- NetAF.Logic
(NetAF.Logic.html)
AssetGenerator
(NetAF.Logic.AssetGenerator.html)
EndCheck
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ExitMode
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Game (NetAF.Logic.Game.html)
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GameCreationCallback
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GameEndConditions
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GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayerCreationCallba

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ GameEndConditions

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public sealed class GameEndConditions
```

Constructors

GameEndConditions(EndCheck, EndCheck)

Provides a container for game end conditions.

Declaration

```
public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)
```

Parameters

Type	Name	Description
EndCheck (NetAF.Logic.EndCheck.html)	*completionCondition*	The condition that determines if the game was completed.
EndCheck (NetAF.Logic.EndCheck.html)	*gameOverCondition*	The condition that determines if the game has ended.

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration

```
public EndCheck CompletionCondition { get; }
```

Property Value

Type	Description
EndCheck (NetAF.Logic.EndCheck.html)	

GameOverCondition

Get the condition that determines if the game has ended.

Declaration

```
public EndCheck GameOverCondition { get; }
```

Property Value

Type	Description
EndCheck (NetAF.Logic.EndCheck.html)	

NoEnd

Get a value for no end.

Declaration

```
public static GameEndConditions NoEnd { get; }
```

Property Value

Type	Description
GameEndConditions (NetAF.Logic.GameEndConditions.html)	

NotEnded

Get a value for a check that returns EndCheckResult.NotEnded.

+ NetAF.Commands (NetAF.Commands.html)
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  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
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  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCalba

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
EndCheck (NetAF.Logic.EndCheck.html)	

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

- **NetAF.Logic (NetAF.Logic.html)**

  AssetGenerator (NetAF.Logic.AssetGenerator.html)
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  GameState (NetAF.Logic.GameState.html)
  OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Class GameInfo

Provides information about a game.

Filter by title

+ NetAF.Commands
  (NetAF.Commands.html)
+ NetAF.Conversations
  (NetAF.Conversations.html)
+ NetAF.Conversations.
  Instructions
  (NetAF.Conversations.Instruct
+ NetAF.Extensions
  (NetAF.Extensions.html)
+ NetAF.Interpretation
  (NetAF.Interpretation.html)
- NetAF.Logic
  (NetAF.Logic.html)
  - AssetGenerator
    (NetAF.Logic.AssetGenerator.html)
  - EndCheck
    (NetAF.Logic.EndCheck.html)
  - EndCheckResult
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  - GameCreationCallback
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    (NetAF.Logic.GameEndConditions.
  - GameInfo
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  - GameSetupCallback
    (NetAF.Logic.GameSetupCallback.
  - GameState
    (NetAF.Logic.GameState.html)
  - OverworldCreationCallback
    (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback
    (NetAF.Logic.PlayerCreationCallba

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)
  ↳ GameInfo

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF.Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public sealed class GameInfo
```

Constructors

GameInfo(string, string, string)

Initializes a new instance of the GameInfo class.

Declaration

```
public GameInfo(string name, string description, string author)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*name*	The name of the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	A description of the game.
string (https://learn.microsoft.com/dotnet/api/system.string)	*author*	A author of the game.

Properties

Author

Get the author.

Declaration

```
public string Author { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Description

Get the description of the game.

Declaration

```
public string Description { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Name

Get the name of the game.

Declaration

```
public string Name { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Commands (NetAF.Commands.html)
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  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

- **NetAF.Logic (NetAF.Logic.html)**

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  GameSetupCallback (NetAF.Logic.GameSetupCallback.
  GameState (NetAF.Logic.GameState.html)
  OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

+ NetAF.Conversations. (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
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- NetAF.Logic (NetAF.Logic.html)
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  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
Assembly: NetAF.dll

Syntax

```
public delegate void GameSetupCallback(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html)	*game*	The game to setup.

Enum GameState

Enumeration of game states.

Filter by title

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
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  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

```
public enum GameState
```

Fields

Name	Description
Active	Active.
Finished	Finished.
NotStarted	Not started.

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
Assembly: NetAF.dll

Syntax

```
public delegate Overworld OverworldCreationCallback()
```

Returns

Type	Description
Overworld (NetAF.Assets.Conditions.Overworld.html)	A generated Overworld.

Filter by title

+ NetAF.Conversations. (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
Assembly: NetAF.dll

Syntax

```
[NetAF.Conversations.Instructions.NetAF.Conversations.Instructions.Character PlayerCreationCallback()
```

Returns

Type	Description
[PlayableCharacter](NetAF.Characters.PlayableCharacter.html)	A generated Player.

+ NetAF.Conversations. (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
- NetAF.Logic (NetAF.Logic.html)
  - AssetGenerator (NetAF.Logic.AssetGenerator.html)
  - EndCheck (NetAF.Logic.EndCheck.html)
  - EndCheckResult (NetAF.Logic.EndCheckResult.htm
  - ExitMode (NetAF.Logic.ExitMode.html)
  - Game (NetAF.Logic.Game.html)
  - GameConfiguration (NetAF.Logic.GameConfiguration.h
  - GameCreationCallback (NetAF.Logic.GameCreationCallba
  - GameEndConditions (NetAF.Logic.GameEndConditions.
  - GameInfo (NetAF.Logic.GameInfo.html)
  - GameSetupCallback (NetAF.Logic.GameSetupCallback.
  - GameState (NetAF.Logic.GameState.html)
  - OverworldCreationCallback (NetAF.Logic.OverworldCreationCa
  - PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba

Namespace NetAF.Rendering

Enums

Filter by title

KeyType (NetAF.Rendering.KeyType.html)

Enumeration of key types.

RegionMapMode (NetAF.Rendering.RegionMapMode.html)

Enumeration of region map modes.

+ **(NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
- **NetAF.Rendering (NetAF.Rendering.html)**
  - KeyType (NetAF.Rendering.KeyType.html)
  - RegionMapMode (NetAF.Rendering.RegionMapMod
+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde**

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

Syntax

```
public enum KeyType
```

Fields

Name	Description
Dynamic	Dynamic key, only show relevant key items.
Full	Full key.
None	No key.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
- NetAF.Rendering (NetAF.Rendering.html)
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  - RegionMapMode (NetAF.Rendering.RegionMapMod
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde

Enum RegionMapMode

Enumeration of region map modes.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

Syntax

```
public enum RegionMapMode
```

Fields

Name	Description
Detailed	Shows rooms at a detailed level.
Dynamic	Dynamic region map - uses detailed if there is room, else map will be undetailed.
Undetailed	Shows rooms as one character, which allows larger maps to be displayed in a limited area.

Filter by title

NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

- NetAF.Rendering (NetAF.Rendering.html)

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+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde

Namespace NetAF.Rendering.FrameBuilders

Filter by title

Classes

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

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- NetAF.Rendering.FrameBuilders

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FrameBuilderCollection

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GridStringBuilder

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IAboutFrameBuilder

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ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.

FrameBuilderCollections (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

Provides a container from frame builder collections.

GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

Provides a class for building strings as part of a grid.

Interfaces

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

Represents any object that can build about frames.

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Represents any object that can build completion frames.

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Represents any object that can build conversation frames.

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Represents any object that can build game over frames.

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Represents any object that can build room maps.

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Represents any object that can build title frames.

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Represents any object that can build transition frames.

(NetAF.Commands.html)

+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
- **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

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IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
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IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

(NetAF.Commands.html)

+ NetAF.Conversations

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+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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+ NetAF.Rendering

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IHelpFrameBuilder

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IRegionMapBuilder

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IRegionMapFrameBuilder

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Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ FrameBuilderCollection

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public class FrameBuilderCollection
```

Constructors

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder, IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder, IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder, IConversationFrameBuilder)

Initializes a new instance of the FrameBuilderCollection class.

Declaration

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuilder sceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuilder helpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBuilder gameOverFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBuilder transitionFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

Parameters

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	*titleFrameBuilder*	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	*sceneFrameBuilder*	The builder to use for building scene frames.
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	*regionMapFrameBuilder*	The builder to use for building region map frames.
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	*helpFrameBuilder*	The builder to use for building help frames.
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	*completionFrameBuilder*	The builder to use for building completion frames.
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	*gameOverFrameBuilder*	The builder to use for building game over frames.
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	*aboutFrameBuilder*	The builder to use for building about frames.
ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)	*transitionFrameBuilder*	The builder to use for building transition frames.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	*conversationFrameBuilder*	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the builder to use for about frames.

Declaration

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

Property Value

- NetAF.Commands (NetAF.Commands.html)
  - NetAF.Conversations (NetAF.Conversations.html)
    - NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
  - NetAF.Extensions (NetAF.Extensions.html)
  - NetAF.Interpretation (NetAF.Interpretation.html)
  - NetAF.Logic (NetAF.Logic.html)
  - NetAF.Rendering (NetAF.Rendering.html)
    - NetAF.Rendering.FrameBuilders
      - NetAF.Rendering.FrameBuilders.IFrameBuilderCollection (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection.html)
      - NetAF.Rendering.FrameBuilders.FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)
      - NetAF.Rendering.FrameBuilders.GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)
      - NetAF.Rendering.FrameBuilders.IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)
      - NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)
      - NetAF.Rendering.FrameBuilders.IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)
      - NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)
      - NetAF.Rendering.FrameBuilders.IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)
      - NetAF.Rendering.FrameBuilders.IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)
      - NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

Declaration

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

Property Value

Type	Description
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	

ConversationFrameBuilder

Get the builder to use for conversation frames.

Declaration

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

Property Value

Type	Description
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	

GameOverFrameBuilder

Get the builder to use for game over frames.

Declaration

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

Property Value

Type	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

Property Value

Type	Description
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	

RegionMapFrameBuilder

Get the builder to use for region map frames.

Declaration

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

Property Value

Type	Description
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	

SceneFrameBuilder

Get the builder to use for scene frames.

Declaration

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

Property Value

Type	Description
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

Get the builder to use for title frames.

Declaration

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	

TransitionFrameBuilder

Get the builder to use for transition frames.

Declaration

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

Property Value

Type	Description
ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)	

(NetAF.Commands.html)

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

- **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

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  IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ FrameBuilderCollections

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public static class FrameBuilderCollections
```

Properties

Default

Get the default frame builder collection.

Declaration

```
public static FrameBuilderCollection Default { get; }
```

Property Value

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

(NetAF.Commands.html)

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

- **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**

  FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F
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  GridStringBuilder (NetAF.Rendering.FrameBuilders.G
  IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I
  ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

(NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

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ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ GridStringBuilder

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public class GridStringBuilder
```

Constructors

GridStringBuilder(char, char, char)

Provides a class for building strings as part of a grid.

Declaration

```
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')
```

Parameters

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	*leftBoundaryCharacter*	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	*rightBoundaryCharacter*	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	*horizontalDividerCharacter*	The character to use for horizontal dividers.

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Properties

DisplaySize

Get the display size.

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
Size (NetAF.Assets.Size.html)	

HorizontalDividerCharacter

Get or set the character used for horizontal dividers.

Declaration

```
public char HorizontalDividerCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LeftBoundaryCharacter

Get or set the character used for left boundary.

Declaration

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LineTerminator

Get or set the line terminator.

Declaration

```
public string LineTerminator { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

RightBoundaryCharacter

Get or set the character used for right boundary.

Declaration

```
public char RightBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

Methods

DrawBoundary(AnsiColor)

Draw the boundary.

Declaration

```
public void DrawBoundary(AansiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)	*color*	The color to draw the boundary.

DrawCentralisedWrapped(string, int, int, AansiColor, out int, out int)

Draw a wrapped string.

Declaration

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AansiColor
color, out int endX, out int endY)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startY*	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxWidth*	The max width of the string.
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)	*color*	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endX*	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endY*	The end y position.

DrawHorizontalDivider(int, AansiColor)

Draw a horizontal divider.

Declaration

```
public void DrawHorizontalDivider(int y, AansiColor color)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position of the divider.
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)	*color*	The color to draw the boundary.

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The position of the underline, in x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The position of the underline, in y.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*length*	The length of the underline.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	*color*	The color of the underline.

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

Draw wrapped string.

Declaration

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo
r color, out int endX, out int endY)
```

Parameters

Type	Name	Description
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.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	*color*	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endX*	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endY*	The end y position.

Flush()

Flush the buffer.

Declaration

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```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.

Declaration

```
public AnsiColor GetCellColor(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position of the cell.

Returns

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.

GetCharacter(int, int)

Get a character from the buffer.

Declaration

```
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.

Returns

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	The character.

GetNumberOfLines(string, int, int)

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startY*	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxWidth*	The max width of the string.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.

Resize(Size)

Resize this builder.

Declaration

```
public void Resize(Size displaySize)
```

Parameters

Type	Name	Description
Size (NetAF.Assets.Size.html)	*displaySize*	The new size.

SetCell(int, int, char, AnsiColor)

Set a cell.

Declaration

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position of the cell.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	*character*	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	*color*	The color of the character.

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Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IAboutFrameBuilder
```

Methods

Build(string, Game, int, int)

Build a frame.

Declaration

```
IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
Game (NetAF.Logic.Game.html)	*game*	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

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+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
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Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface ICompletionFrameBuilder
```

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string message, string reason, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*reason*	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
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IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IConversationFrameBuilder
```

Methods

Build(string, IConverser, CommandHelp[], int, int)

Build a frame.

Declaration

```
IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title to display to the user.
IConverser (NetAF.Assets.Characters.IConverser.html)	*converser*	The converser.
CommandHelp (NetAF.Interpretation.CommandHelp.html) []	*contextualCommands*	The contextual commands to display.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

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Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IGameOverFrameBuilder
```

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string message, string reason, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*reason*	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
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IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IHelpFrameBuilder
```

Methods

Build(string, string, CommandHelp[], int, int)

Build a frame.

Declaration

```
IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,
int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description.
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	*commandHelp*	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

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Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IRegionMapBuilder
```

Methods

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

Build a map of a region.

Declaration

```
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int
y, int maxWidth, int maxHeight)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	*region*	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position to start building at.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position to start building at.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxWidth*	The maximum horizontal space available in which to build the map.

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+ NetAF.Conversations (NetAF.Conversations.html)
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Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxHeight*	The maximum vertical space available in which to build the map.

(NetAF.Commands.html)

+ **NetAF.Conversations (NetAF.Conversations.html)**

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+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

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  IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
  IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IRegionMapFrameBuilder
```

Methods

Build(Region, int, int)

Build a frame.

Declaration

```
IFrame Build(Region region, int width, int height)
```

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
- NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections (NetAF.Rendering.FrameBuilders.F
GridStringBuilder (NetAF.Rendering.FrameBuilders.G
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I
ICommandFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface IRoomMapBuilder
```

Methods

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Build a map for a room.

Declaration

```
void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin
t, KeyType key, int startX, int startY, out int endX, out int endY)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	The string builder to use.
Room (NetAF.Assets.Locations.Room.html)	*room*	The room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	*viewPoint*	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	*key*	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startX*	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startY*	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endX*	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endY*	The end position, x.

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
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GridStringBuilder (NetAF.Rendering.FrameBuilders.G
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ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

(NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

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IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface ISceneFrameBuilder
```

Methods

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Build a frame.

Declaration

```
IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string messag
e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	Specify the Room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	*viewPoint*	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	*player*	Specify the player.
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	Any additional message.
CommandHelp (NetAF.Interpretation.CommandHelp.html) []	*contextualCommands*	The contextual commands to display.
KeyType (NetAF.Rendering.KeyType.html)	*keyType*	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Filter by title

(NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

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GridStringBuilder (NetAF.Rendering.FrameBuilders.G

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

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FrameBuilderCollections (NetAF.Rendering.FrameBuilders.F
GridStringBuilder (NetAF.Rendering.FrameBuilders.G
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface ITitleFrameBuilder
```

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string title, string description, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
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FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F
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GridStringBuilder (NetAF.Rendering.FrameBuilders.G
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll

Syntax

```
public interface ITransitionFrameBuilder
```

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string title, string message, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

(NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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GridStringBuilder (NetAF.Rendering.FrameBuilders.G
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I

Namespace NetAF.Rendering.Frame Builders.Color

Filter by title

Classes

ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

Provides a builder of color about frames.

ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

Provides a builder of color completion frames.

ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

Provides a builder of color conversation frames.

ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

Provides a builder of color game over frames.

ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

Provides a builder of color help frames.

ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

Provides a color builder for region maps.

ColorRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

Provides a builder of color region map frames.

ColorRoomMapBuilder (NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

Provides a color room map builder.

ColorSceneFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

Provides a builder for color scene frames.

ColorTitleFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

Provides a builder of color title frames.

ColorTransitionFrameBuilder (NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

Provides a builder of color transition frames.

Enums

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Enumeration of ANSI colors.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
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  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public enum AnsiColor
```

Fields

Name		Description
Black		Black (30).
Blue		Blue (34).
BrightBlack		Bright black (90).
BrightBlue		Bright blue (94).
BrightCyan		Bright cyan (96).
BrightGreen		Bright green (92).
BrightMagenta		Bright magenta (95).
BrightRed		Bright red (91).
BrightWhite		Bright white (97).
BrightYellow		Bright yellow (93).
Cyan		Cyan (36).
Green		Green (32).
Magenta		Magenta (35).
Red		Red (31).
Reset		Reset (0).
White		White (37).
Yellow		Yellow (33).

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  AnsiColor (NetAF.Rendering.FrameBuilders.C
  ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

- **NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde**

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  ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorAboutFrameBuilder

Implements

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder
```

Constructors

ColorAboutFrameBuilder(GridStringBuilder)

Provides a builder of color about frames.

Declaration

```
public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

```
public AnsiColor AuthorColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

NameColor

Get or set the name color.

Declaration

```
public AnsiColor NameColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, Game, int, int)

Build a frame.

Declaration

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
Game (NetAF.Logic.Game.html)	*game*	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**
- **NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde**
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
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  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

Implements

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
```

Constructors

ColorCompletionFrameBuilder(GridStringBuilder)

Provides a builder of color completion frames.

Declaration

```
public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string message, string reason, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*reason*	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorConversationFrameBuilder

Implements

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder
```

Constructors

ColorConversationFrameBuilder(GridStringBuilder)

Provides a builder of color conversation frames.

Declaration

```
public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

InputColor

Get or set the input color.

Declaration

```
public AnsiColor InputColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get or set the player message color.

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

PlayerMessageColor

Get or set the player message color.

Declaration

```
public AnsiColor PlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ResponseColor

Get or set the response color.

Declaration

```
public AnsiColor ResponseColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, IConverser, CommandHelp[], int, int)

Build a frame.

Declaration

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm
ands, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title to display to the user.
IConverser (NetAF.Assets.Characters.IConverser.html)	*converser*	The converser.
CommandHelp (NetAF.Interpretation.CommandHelp.html) []	*contextualCommands*	The contextual commands to display.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

+ **NetAF.Commands (NetAF.Commands.html)**

+ **NetAF.Conversations (NetAF.Conversations.html)**

+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**

+ **NetAF.Extensions (NetAF.Extensions.html)**

+ **NetAF.Interpretation (NetAF.Interpretation.html)**

+ **NetAF.Logic (NetAF.Logic.html)**

+ **NetAF.Rendering (NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**

- **NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde**

  AnsiColor (NetAF.Rendering.FrameBuilders.C
  ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorGameOverFrameBuilder

Implements

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder
```

Constructors

ColorGameOverFrameBuilder(GridStringBuilder)

Provides a builder of color game over frames.

Declaration

```
public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string message, string reason, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*reason*	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

Implements

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder
```

Constructors

ColorHelpFrameBuilder(GridStringBuilder)

Provides a builder of color help frames.

Declaration

```
public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

CommandColor

Get or set the command color.

Declaration

```
public AnsiColor CommandColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

CommandDescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, string, CommandHelp[], int, int)

Build a frame.

Declaration

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int
width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description.
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	*commandHelp*	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**
- **NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde**
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorRegionMapBuilder

Implements

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorRegionMapBuilder : IRegionMapBuilder
```

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

Declaration

```
public char CurrentFloorIndicator { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html)
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilders.Color.html)
AnsiColor (NetAF.Rendering.FrameBuilders.C
ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

HorizontalBoundary

Get or set the character to use for horizontal boundaries.

Declaration

```
public char HorizontalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExit

Get or set the character used for representing a locked exit.

Declaration

```
public char LockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the locked exit color.

Declaration

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

LowerLevel

Get or set the character to use for lower levels.

Declaration

```
public char LowerLevel { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LowerLevelColor

Get or set the lower level color.

Declaration

```
public AnsiColor LowerLevelColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Player

Get or set the character to use for indicating the player.

Declaration

```
public char Player { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the player color.

Declaration

```
public AnsiColor PlayerColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ShowLowerFloors

Get or set if lower floors should be shown.

Declaration

```
public bool ShowLowerFloors { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

UnLockedExit

Get or set the character used for representing an unlocked exit.

Declaration

```
public char UnLockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  AnsiColor (NetAF.Rendering.FrameBuilders.C
  ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

VisitedBoundaryColor

Get or set the visited room boundary color.

Declaration

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int
x, int y, int maxWidth, int maxHeight)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	*region*	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position to start building at.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position to start building at.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxWidth*	The maximum horizontal space available in which to build the map.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*maxHeight*	The maximum vertical space available in which to build the map.

Implements

- IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorRegionMapFrameBuilder

Implements

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder
```

Constructors

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

Provides a builder of color region map frames.

Declaration

```
public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	*regionMapBuilder*	A builder for region maps.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(Region, int, int)

Build a frame.

Declaration

```
public IFrame Build(Region region, int width, int height)
```

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	*region*	The region.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRoomMapBuilder

Implements

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ColorRoomMapBuilder : IRoomMapBuilder
```

Properties

BoundaryColor

Get or set the room boundary color.

Declaration

```
public AnsiColor BoundaryColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

HorizontalBoundary

Get or set the character to use for horizontal boundaries.

Declaration

```
public char HorizontalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

HorizontalExitBorder

Get or set the character to use for horizontal exit borders.

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

ItemOrCharacterColor

Get or set the item or character color.

Declaration

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instructions.html)
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html)
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilders.Color.html)
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ItemOrCharacterInRoom

Get or set the character used for representing there is an item or a character in the room.

Declaration

```
public char ItemOrCharacterInRoom { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

KeyPadding

Get or set the padding between the key and the map.

Declaration

```
public int KeyPadding { get; set; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

LockedExit

Get or set the character used for representing a locked exit.

Declaration

```
public char LockedExit { get; set; }
```

Property Value

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
AnsiColor (NetAF.Rendering.FrameBuilders.C
ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Get or set the locked exit color.

Declaration

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

UnvisitedExitColor

Get or set the unvisited exit color.

Declaration

```
public AnsiColor UnvisitedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

VisitedExitColor

Get or set the visited exit color.

Declaration

```
public AnsiColor VisitedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Build a map for a room.

Declaration

```
public RenderingFrameBuilder BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
ieWPoint, KeyType keyType, int startX, int startY, out int endX, out int endY)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	The string builder to use.
Room (NetAF.Assets.Locations.Room.html)	*room*	The room.

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	*viewPoint*	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	*key*	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startX*	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*startY*	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endX*	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*endY*	The end position, x.

Implements

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**
- **NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde**
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

Assembly: NetAF.dll

Syntax

```
public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder
```

Constructors

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

Provides a builder for color scene frames.

Declaration

```
public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder r
oomMapBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	*roomMapBuilder*	A builder to use for room maps.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

CommandsColor

Get or set the commands color.

Declaration

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

Declaration

```
public bool DisplayMessagesInIsolation { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

InputColor

Get or set the input color.

Declaration

```
public AnsiColor InputColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

SuppressMovementMessages

Get or set if movement messages should be suppressed.

Declaration

```
public bool SuppressMovementMessages { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Build a frame.

Declaration

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string
message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	*room*	Specify the Room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	*viewPoint*	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	*player*	Specify the player.
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	Any additional message.
CommandHelp (NetAF.Interpretation.CommandHelp.html) []	*contextualCommands*	The contextual commands to display.
KeyType (NetAF.Rendering.KeyType.html)	*keyType*	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**
- **NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde**
  - AnsiColor (NetAF.Rendering.FrameBuilders.C
  - ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C
  - ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.C

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorTitleFrameBuilder

Implements

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

Constructors

ColorTitleFrameBuilder(GridStringBuilder)

Provides a builder of color title frames.

Declaration

```
public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

DescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
IFrame Build(string title, string description, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	*description*	The description.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)
↳ ColorTransitionFrameBuilder

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)
Assembly: NetAF.dll

Syntax

```
public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder
```

Constructors

ColorTransitionFrameBuilder(GridStringBuilder)

Provides a builder of color transition frames.

Declaration

```
public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*gridStringBuilder*	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

```
public AnsiColor BackgroundColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

BorderColor

Get or set the border color.

Declaration

```
public AnsiColor BorderColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

MessageColor

Get or set the message color.

Declaration

```
public AnsiColor MessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

Build(string, string, int, int)

Build a frame.

Declaration

```
NetAF.Rendering.IFrame Build(string title, string message, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*title*	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	*message*	The message to display to the user.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*width*	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*height*	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Namespace NetAF.Rendering.Frames

Classes

Filter by title

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

Provides a grid based frame for displaying a command based interface.

Interfaces

IFrame (NetAF.Rendering.Frames.IFrame.html)

Provides a common contract that a frame that can display a command based interface.

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations. Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde

- NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ GridTextFrame

Implements

IFrame (NetAF.Rendering.Frames.IFrame.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

Syntax

```
public sealed class GridTextFrame : IFrame
```

Constructors

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

Provides a grid based frame for displaying a command based interface.

Declaration

```
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor backgroundColor)
```

Parameters

Type	Name	Description
GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	*builder*	The builder that creates the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*cursorLeft*	The cursor left position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*cursorTop*	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	*backgroundColor*	The background color.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
  - GridTextFrame

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration

```
public bool AcceptsInput { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

BackgroundColor

Get the background color.

Declaration

```
public AnsiColor BackgroundColor { get; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

CursorLeft

Get the cursor left position.

Declaration

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop

Get the cursor top position.

Declaration

```
public int CursorTop { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

ShowCursor

Get or set if the cursor should be shown.

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Methods

Render(IFramePresenter)

Render this frame on a presenter.

Declaration

```
public void Render(IFramePresenter presenter)
```

Parameters

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)	*presenter*	The presenter.

ToString()

Returns a string that represents the current object.

Declaration

```
public override string ToString()
```

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Implements

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
  - GridTextFrame

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

Syntax

```
public interface IFrame
```

Properties

AccentsInput

Gets if this frame accepts input.

Declaration

```
bool AccentsInput { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

CursorLeft

Get the cursor left position.

Declaration

```
int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

ShowCursor

Get or set if the cursor should be shown.

Declaration

```
bool ShowCursor { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Methods

Render(IFramePresenter)

Render this frame on a presenter.

Declaration

```
void Render(IFramePresenter presenter)
```

Parameters

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)	*presenter*	The presenter.

- NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde
- NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
  - GridTextFrame

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Conversations (NetAF.Conversations.html)

+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct

+ NetAF.Extensions (NetAF.Extensions.html)

+ NetAF.Interpretation (NetAF.Interpretation.html)

+ NetAF.Logic (NetAF.Logic.html)

+ NetAF.Rendering (NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde

- NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm

  GridTextFrame

Namespace NetAF.Rendering.Presenter

Classes

Filter by title

TextWriterPresenter (NetAF.Rendering.Presenter.TextWriterPresenter.html)

Represents a presenter for TextWriter.

Interfaces

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

Represents an object that can render a frame.

+ **(NetAF.Assets.Characters.htm**
+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations. Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm**
+ **NetAF.Rendering.Presenter**

Interface IFramePresenter

Represents an object that can render a frame.

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenter (NetAF.Rendering.Presenter.html)

Assembly: NetAF.dll

Syntax

```
public interface IFramePresenter
```

Methods

Write(char)

Write a character.

Declaration

```
void Write(char value)
```

Parameters

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	*value*	The character to write.

Write(string)

Write a string.

Declaration

```
void Write(string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string to write.

+ NetAF.Assets.Attributes
(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters
(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

+ NetAF.Commands
(NetAF.Commands.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

+ NetAF.Logic
(NetAF.Logic.html)

+ NetAF.Rendering
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilde

+ NetAF.Rendering.Frames
(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenter

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)

↳ TextWriterPresenter

Implements

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Presenter (NetAF.Rendering.Presenter.html)

Assembly: NetAF.dll

Syntax

```
public sealed class TextWriterPresenter : IFramePresenter
```

Constructors

TextWriterPresenter(TextWriter)

Initializes a new instance of the TextWriterPresenter class.

Declaration

```
public TextWriterPresenter(TextWriter writer)
```

Parameters

Type	Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	*writer*	The writer.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Methods

ToString()

Returns a string that represents the current object.

Declaration

```
public override string ToString()
```

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Write(char)

Write a character.

Declaration

```
public void Write(char value)
```

Parameters

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	*value*	The character to write.

Write(string)

Write a string.

Declaration

```
public void Write(string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	*value*	The string to write.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Implements

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
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+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

Provides a class for helping to make Regions.

RegionMaker (NetAF.Utilities.RegionMaker.html)

Provides a class for helping to make Regions.

Interfaces

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

Represents any object that is a template for an asset.

+ **NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)**
+ **NetAF.Assets.Locations (NetAF.Assets.Locations.html)**
+ **NetAF.Commands (NetAF.Commands.html)**
+ **NetAF.Conversations (NetAF.Conversations.html)**
+ **NetAF.Conversations.Instructions (NetAF.Conversations.Instruct**
+ **NetAF.Extensions (NetAF.Extensions.html)**
+ **NetAF.Interpretation (NetAF.Interpretation.html)**
+ **NetAF.Logic (NetAF.Logic.html)**
+ **NetAF.Rendering (NetAF.Rendering.html)**
+ **NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde**
+ **NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm**
+ **NetAF.Rendering.Presenter**

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Namespace: NetAF (NetAF.html) Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

Syntax

```
public interface IAssetTemplate<out T>
```

Type Parameters

Name	Description
T	The type of asset being templated.

Methods

Instantiate()

Instantiate a new instance of the templated asset.

Declaration

```
T Instantiate()
```

Returns

Type	Description
T	The asset.

Filter by title

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

object (https://learn.microsoft.com/dotnet/api/system.object)

↳ OverworldMaker

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

Syntax

```
public sealed class OverworldMaker
```

Constructors

OverworldMaker(Identifier, Description, params RegionMaker[])

Provides a class for helping to make Regions.

Declaration

```
public OverworldMaker(Identifier identifier, Description description, params RegionMaker[] regionMakers)
```

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	An identifier for the region.
Description (NetAF.Assets.Description.html)	*description*	A description for the region.
RegionMaker (NetAF.Utilities.RegionMaker.html)[]	*regionMakers*	The region makes to use to construct regions.

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
gionMakers)
```

Parameters

Type	Name	Description
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.
RegionMaker (NetAF.Utilities.RegionMaker.html)[]	*regionMakers*	The region makes to use to construct regions.

Methods

Make()

Make an overworld.

Declaration

```
public Overworld Make()
```

Returns

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	The created overworld.

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

↳ RegionMaker

Inherited Members

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system.object,system.object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

Syntax

```
public sealed class RegionMaker
```

Constructors

RegionMaker(Identifier, Description)

Provides a class for helping to make Regions.

Declaration

```
public RegionMaker(Identifier identifier, Description description)
```

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	*identifier*	An identifier for the region.
Description (NetAF.Assets.Description.html)	*description*	A description for the region.

RegionMaker(string, string)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuild
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
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.

Properties

this[int, int, int]

Get/Set the room at a location.

Declaration

```
public Room this[int x, int y, int z] { get; set; }
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*z*	The z position.

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	The room.

Methods

CanPlaceRoom(int, int, int)

Determine if a room can be placed at a location

Declaration

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*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.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room can be placed, else false.

GetRoomPositions()

Get all current room positions.

Declaration

```
public RoomPosition[] GetRoomPositions()
```

Returns

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)[]	The room positions.

Make()

Make a region.

Declaration

```
public Region Make()
```

Returns

Type	Description
Region (NetAF.Assets.Locations.Region.html)	The created region.

Make(RoomPosition)

+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuild
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	*startPosition*	The start position.

Returns

Type	Description
Region (NetAF.Assets.Locations.Region.html)	The created region.

Make(int, int, int)

Make a region.

Declaration

```
public Region Make(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	*x*	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*y*	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	*z*	The start z position.

Returns

Type	Description
Region (NetAF.Assets.Locations.Region.html)	The created region.

(NetAF.Assets.Attributes.html)
+ NetAF.Assets.Characters (NetAF.Assets.Characters.htm
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)
+ NetAF.Commands (NetAF.Commands.html)
+ NetAF.Conversations (NetAF.Conversations.html)
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruct
+ NetAF.Extensions (NetAF.Extensions.html)
+ NetAF.Interpretation (NetAF.Interpretation.html)
+ NetAF.Logic (NetAF.Logic.html)
+ NetAF.Rendering (NetAF.Rendering.html)
+ NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilde
+ NetAF.Rendering.Frames (NetAF.Rendering.Frames.htm
+ NetAF.Rendering.Presenter