

# Namespace NetAF.Assets

## Classes

Filter by title ▾

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

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

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

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

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

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

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

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

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

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

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

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

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

#### + NetAF.Assets.Attributes

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

#### NetAF.Assets.Characters

Item (NetAF.Assets.Item.html)

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

#### + NetAF.Assets.Interaction

#### Sets

(NetAF.Assets.Interaction.html)

#### + NetAF.Assets.Locations

#### Size

(NetAF.Assets.Size.html)

Represents a size.

#### + NetAF.Commands

(NetAF.Commands.html)

#### + NetAF.Conversations

(NetAF.Conversations.html)

# Interfaces

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

Represents any object that is examinable.



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

### - NetAF.Assets

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

## Delegates

ConditionalDescription  
(NetAF.Assets.ConditionalDescription)

Description  
(NetAF.Assets.Description)

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

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

# Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

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

([NetAFAssets.html](#))

↳ [ConditionalDescription](#)

Inherited Members

Description

Description.Empty ([NetAFAssets.Description.html#NetAF\\_Assets\\_Description\\_Empty](#))

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

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

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

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

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

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

([ExaminationRequest.html](#))

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

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

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

([ExaminationResult.html](#))

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

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

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

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

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

IExaminable

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

IPlayerVisible

public sealed class ConditionalDescription : Description

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

Identifier

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

## Constructors

ConditionalDescription(string, string, Condition)

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

Initializes anew instance of the ConditionalDescription class.

+ [NetAF.Assets.Characters](#)

Declaration:

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

+ [NetAF.Assets.Interaction](#)

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

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

+ [NetAF.Assets.Locations](#)

Parameters:

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

+ [NetAF.Commands](#)

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

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

Name

Description

trueDescription

The true description.

falseDescription

The false description.

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

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

## Properties

### - NetAF.Assets

#### Condition (NetAF.Assets.html)

Get or Set the condition

(NetAF.Assets.ConditionalDescription.html)

Declaration

Description

(NetAF.Assets.Description.html)

**ExaminableObject** Condition { get; set; }

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

Property Value

(NetAF.Assets.ExaminationCallback.html)

**Type** ExaminationRequest

**Description**

(NetAF.Assets.ExaminationRequest.html)

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

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

## Methods

### GetDescription()

Identifier

Get the description

(NetAF.Assets.Identifier.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

Declaration

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

Returns

### + NetAF.Assets.Characters

**Type** NetAF.Assets.Characters.htm

**Description**

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

The description.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overrides

### + NetAF.Assets.Locations

Description.GetDescription() (NetAF.Assets.Description.html#NetAF\_Assets\_Description\_GetDescription)

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

# Class Description

Represents a description of an object.

 Filter by title

Inheritance

## + **NetAF.Assets**

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

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

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

Inherited Members

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationRequest

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

ExaminationRequest

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

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

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

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

Assembly: [NetAF](#)

IExaminable

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

IPlayerVisible

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

Identifier

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

## Constructors

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

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

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

**Description(String)**

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

Initializes a new instance of the Description class

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

Declaration

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

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

public Description(string description)

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

## \* **NetAF.Assets.Locations**

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

## + **NetAF.Commands**

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

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

## + **NetAF.Conversations**

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

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

# Properties

## DefaultDescription

Get or set the description.

Declaration

### - NetAF.Assets

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

(NetAF.Assets.html)

ConditionalDescription

Property Value

(NetAF.Assets.ConditionalDescriptor)

Type Description

(NetAF.Assets.Description.html)

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

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

### Empty

Get an empty description.

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

Declaration

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

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

(NetAF.Assets.ExaminationScene.html)

IExaminable

Property

(NetAF.Assets.IExaminable.html)

Type

(NetAF.Assets.IPlayerVisible.html)

Description

Identifier

(NetAF.Assets.Description.html)

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

Size

(NetAF.Assets.Size.html)

## Methods

### NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the description.

### + NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Returns

### + NetAF.Commands

(NetAF.Commands.html)

Description

### + NetAF.Conversations

(NetAF.Conversations.html)

The description.



- **NetAF.Assets**

**(NetAF.Assets.html)**

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

- + **NetAF.Assets.Attributes**

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

- + **NetAF.Assets.Characters**

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

- + **NetAF.Assets.Interaction**

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

- + **NetAF.Assets.Locations**

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

- + **NetAF.Commands**

**(NetAF.Commands.html)**

- + **NetAF.Conversations**

**(NetAF.Conversations.html)**

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

## - NetAF.Assets

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

↳ ExaminableObject

↳ ConditionalDescription

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

↳ NetAF.Assets.ConditionalDescriptor

↳ Item ([NetAF.Assets.Item.html](#))

↳ Description

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

↳ NetAF.Assets.Description.html

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

↳ ExaminableObject

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

↳ NetAF.Assets.ExaminableObject.F

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

↳ ExaminationCallback

Implements

[NetAF.Assets.ExaminationCallback](#)

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

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

↳ ExaminationResult

Inherited Members

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

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

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

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

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

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

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

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

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

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

Assembly: [NetAF.dll](#)

## + NetAF.Assets.Attributes

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

public class ExaminableObject : IExaminable, IPlayerVisible

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## Attributes

## + NetAF.Commands

Get the attribute manager for this object:

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

Declaration

## + NetAF.Conversations

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

## + NetAF.Conversations.

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

## Property Value

Type	Description
AttributeManager (NetAF.Assets.Attributes.AttributeManager.html) - <b>NetAF.Assets</b>	

### (NetAF.Assets.html)

## Commands

ConditionalDescription  
(NetAF.Assets.ConditionalDescription.html)

Get or set this objects commands.

(NetAF.Assets.Description.html)

Declaration

ExaminableObject  
(NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Property Value

(NetAF.Assets.ExaminationRequest.html)

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

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

## Description

(NetAF.Assets.IExaminable.html)

IPlayerVisible

Get or set a description of this object.

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

Property Value

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

Type	Description
NetAF.Assets.Characters	

Description (NetAF.Assets.Description.html)

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

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

## Examination

## + NetAF.Assets.Locations

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

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

Declaration

## + NetAF.Commands

### (NetAFCommands.html)

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

## + NetAF.Conversations

Property Value

### (NetAF.Conversations.html)

## + NetAF.Conversations.

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

## Identifier

Get the object's identifier.

### (NetAF.Assets.html)

Declaration

ConditionalDescription

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

Description

(NetAF.Assets.Description.html)

Property Value

ExaminableObject

Type	Description
NetAF.Assets.ExaminableObject.h	

ExaminationCallback

Type	Description
NetAF.Assets.Identifier.html	

Type	Description
NetAF.Assets.ExaminationCallback.html	

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get **ExaminationScene** to the player.

(NetAF.Assets.ExaminationScene.html)

Declaration

IExaminable

(NetAF.Assets.IExaminable.html)

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

Size (NetAF.Assets.Size.html)

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

## + NetAF.Assets.Attributes

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

## Methods

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

### + NetAF.Assets.Interaction

#### Examine(ExaminationScene)

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

Examine this object.

### + NetAF.Assets.Locations

Declaration

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

### + NetAF.Commands

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

### (NetAF.Commands.html)

### # NetAF.Conversations

### (NetAF.Conversations.html)

### + NetAF.Conversations.

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

Returns

Type	Description
- <b>NetAF.Assets.ExaminationResult</b> <b>(NetAF.Assets.html)</b> (NetAF.Assets.ExaminationResult.html) ConditionalDescription (NetAF.Assets.ConditionalDescription.html) Description <b>Tostring()</b> (NetAF.Assets.Description.html) ExaminableObject Returns a string that represents the current object. (NetAF.Assets.ExaminableObject.html)	A ExaminationResult detailing the examination of this object.

Declaration

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

ExaminationResult

Returns  
(NetAF.Assets.ExaminationResult.html)

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

Overload

PlayerVisible  
(NetAF.Assets.IPlayerVisible.html)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
Identifier

(NetAF.Assets.Identifier.html)  
Item  
(NetAF.Assets.Item.html)

Size  
(NetAF.Assets.Size.html)  
IExaminable  
(NetAF.Assets.IExaminable.html)

IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)

## + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

**(NetAF.Commands.html)**

### + NetAF.Conversations

**(NetAF.Conversations.html)**

### + NetAF.Conversations.

# Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

**(NetAF.Assets.html)**

Assembly: NetAF.dll

ConditionalDescription

Syntax

(NetAF.Assets.ConditionalDescriptor)

Description

public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)

ExaminableObject

Parameters

ExaminationCallback

Type

(NetAF.Assets.ExaminationCallback)

Name

Description

ExaminationRequest

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

request

The examination request.

ExaminationResult

Returns

(NetAF.Assets.ExaminationResult.I

Type

ExaminationScene

Description

(NetAF.Assets.ExaminationScene.I

ExaminationResult (NetAF.Assets.ExaminationResult.html)

A string representing the result of the examination.

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

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

## + NetAF.Assets.Characters

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

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## + NetAF.Commands

**(NetAF.Commands.html)**

## + NetAF.Conversations



## ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

Parameters

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

ConditionalDescription

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Objects.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Get the examinable object.

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

public IExaminable Examinable { get; }

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Type

Description

+ NetAF.Assets.Attributes

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Scene

+ NetAF.Assets.Interaction

Get the examination scene.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

{ get; }

Properties Value

(NetAF.Commands.html)

Type

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

Examinable (NetAF.Assets.IExaminable.html)

ExaminationScene (NetAF.ExaminationScene.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)



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

**+ NetAF.Assets.Attributes**

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

**+ NetAF.Assets.Characters**

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

**+ NetAF.Assets.Interaction**

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

**+ NetAF.Assets.Locations**

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

**+ NetAF.Commands**

**(NetAF.Commands.html)**

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

**+ NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

# Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

Assembly: NetAF.dll

Syntax

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Constructors

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

ExaminationResult(string)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the ExaminationResult class.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public ExaminationResult(string description)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

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

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

+ NetAF.Conversations

Instructions

(NetAF.Conversations.Instruct

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	A description of the result.



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

**Instructions**

(NetAF.Conversations.Instruct

# Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

## Inheritance

Description	
↳ object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )	(NetAF.Assets.Description.html)
↳ ExaminationScene	ExaminableObject
Inherited From	<a href="#">(NetAF.Assets.ExaminableObject.html)</a>
ExaminationCallback	
object.Equals(object)	( <a href="https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)</a> )
ExaminationRequest	
object.Equals(object, object)	( <a href="https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)</a> )
ExaminationResult	
object.GetHashCode()	( <a href="https://learn.microsoft.com/dotnet/api/system.object.gethashcode">https://learn.microsoft.com/dotnet/api/system.object.gethashcode</a> )
object.GetType()	( <a href="https://learn.microsoft.com/dotnet/api/system.object.gettype">https://learn.microsoft.com/dotnet/api/system.object.gettype</a> )
ExaminationScene	
object.MemberwiseClone()	( <a href="https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone">https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone</a> )
object.ReferenceEquals(object, object)	( <a href="https://learn.microsoft.com/dotnet/api/system.object.referenceequals">https://learn.microsoft.com/dotnet/api/system.object.referenceequals</a> )
IExaminable	
object.ToString()	( <a href="https://learn.microsoft.com/dotnet/api/system.object.tostring">https://learn.microsoft.com/dotnet/api/system.object.tostring</a> )
Namespace	<a href="#">(NetAF (NetAF.html).Assets (NetAF.Assets.html))</a>
IPlayerVisible	
Assembly	<a href="#">(NetAF (NetAF.html).Assets.IPlayerVisible.html)</a>

## Syntax

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

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

Initializes a new instance of the ExaminationScene class.

(NetAF.Assets.Interaction.html)

Declaration

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public ExaminationScene(Character examiner, Room room)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

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

## + NetAF.Conversations

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

(NetAF.Conversations.Instruct)

## + NetAF.Extensions

## ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

Parameters

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

## Properties

### Examiner

(NetAF.Assets.ExaminationScene.IExaminable.html)

Get the examiner.

(NetAF.Assets.IExaminable.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

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

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### NoScene

### + NetAF.Assets.Interaction

Get a default value for when there is no scene.

(NetAF.Assets.Interaction.html)

Declaration

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

### + NetAF.Conversations.

Instructions

### Root

### + NetAF.Extensions

Description

Description

Get the room the examinable is being examined from.

#### Declaration

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

#### Property Value

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

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

#### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

#### + NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

#### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

#### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

#### + NetAF.Commands

(NetAF.Commands.html)

#### + NetAF.Conversations

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

# Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

## Inherited Members

(NetAF.Assets.Description.html)  
IPlayerVisible, IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)  
ExaminableObject (NetAF.Assets.ExaminableObject.html)

## Assembly

### ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

### Syntax

```
public interface IExaminable : IPlayerVisible
{
    ExaminationResult ExaminationRequest(ExaminationScene scene);
    ExaminationResult ExaminationRequest(ExaminationScene scene, string identifier);
}
```

## Properties

Identifier (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

## Attributes

Identifier

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

Item (NetAF.Assets.Item.html)

Declaration

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

Attributes { get; }

(NetAF.Assets.Attributes.html)

## Properties

### NetAF.Assets.Characters

Type (NetAF.Assets.Characters.html)

Description

### + NetAF.Assets.Interaction

Interaction (NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

Commands (NetAF.Assets.Locations.html)

Get all of this object's commands.

### NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

CustomCommand[] Commands { get; set; }

(NetAF.Conversations.html)

### + NetAF.Conversations.

Property Value

#### Instructions

Type (NetAF.Conversations.Instruct.html)

Description

### + NetAF.Extensions

(NetAF.Extensions.html)

## Description

Get or set a description of this object.

Declaration

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

Property Value  
    (NetAF.Assets.Description.html)

    ExaminableObject

Type

    (NetAF.Assets.ExaminableObject.h)

Description

    ExaminationCallback

    Description (NetAF.Assets.Description.html)

    (NetAF.Assets.ExaminationCallback.h)

    ExaminationRequest

    (NetAF.Assets.ExaminationRequest.h)

Identifier

    ExaminationResult

    (NetAF.Assets.ExaminationResult.h)

Get this objects identifier.

    ExaminationScene

Declaration  
    (NetAF.Assets.ExaminationScene.h)

    IExaminable

    (NetAF.Assets.IExaminable.html)

    Identifier Identifier { get; }

    IPlayerVisible

    (NetAF.Assets.IPlayerVisible.html)

Property Value  
    Identifier

Type  
    (NetAF.Assets.Identifier.html)

    Item (NetAF.Assets.Item.html)

    Identifier (NetAF.Assets.Identifier.html)

    Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

    (NetAF.Assets.Attributes.html)

Methods

    NetAF.Assets.Characters

    (NetAF.Assets.Characters.html)

Examine(ExaminationScene)

    (NetAF.Assets.Interaction.html)

Examine this object.

+ NetAF.Assets.Locations

Declaration

    (NetAF.Assets.Locations.html)

+ NetAF.Commands

    (NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type  
    (NetAF.Conversations.html)

ExaminationScene

+ NetAF.Conversations.

    (NetAF.Assets.ExaminationScene.html)

Instructions

    (NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

    (NetAF.Extensions.html)

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

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

▼

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

**(NetAF.Commands.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

# Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

**Assembly:** NetAF.dll

(NetAF.Assets.ExaminableObject.h)

**Syntax**

```
ExaminationCallback
```

```
(NetAF.Assets.ExaminationCallback)
```

```
public interface IPlayerVisible
```

```
ExaminationRequest
```

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

```
ExaminationResult
```

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

```
ExaminationScene
```

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

```
IExaminable
```

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

```
IPlayerVisible
```

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

```
Identifier
```

Declaration

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

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

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

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

## + NetAF.Assets.Attributes

Property Value

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

Type

## + NetAF.Assets.Characters

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

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

Description

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

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

## + NetAF.Commands

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

## + NetAF.Conversations

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

## + NetAF.Conversations.

Instructions

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

## + NetAF.Extensions

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

# Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implementation

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

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

Assembly: NetAF.dll

## NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

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

Declaration

### + NetAF.Conversations

(NetAF.Conversations.Instruction.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.InstructType.html)

### + NetAF.Extensions

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

(NetAF.Extensions.html)

### + NetAF.Interpretation

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

# Properties

## Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequest.html)

Type ExaminationResult

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

Description

(NetAF.Assets.ExaminationScene.html)

IExaminable

## IdentifiableName

(NetAF.Assets.Examinable.html)

IPlayerVisible

Get the name as a case insensitive identifier.

(NetAF.Assets.IPlayerVisible.html)

Declaration

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

Property Value

(NetAF.Assets.Attributes.html)

Type

## + NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

Description

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

## Name

## + NetAF.Assets.Locations

Get the name.

(NetAF.Assets.Locations.html)

Declaration

## + NetAF.Commands

(NetAF.Commands.html)

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

## + NetAF.Conversations

Property Value

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

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

(NetAF.Conversations.Instruct

Description

## + NetAF.Extensions

(NetAF.Extensions.html)

## Methods

## + NetAF.Interpretation

## Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

## Equals(string)

### + NetAF.Assets.Attributes

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

(NetAF.Assets.Attributes.html)

Declaration

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

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

### + NetAF.Commands

Returns

(NetAF.Commands.html)

Type Description

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

### + NetAF.Extensions

(NetAF.Extensions.html)

### Tostring()

### + NetAF.Interpretation

Returns a string that represents the current object.

Declaration

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

>Returns

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

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

## Implements

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

### + NetAF.Assets.Attributes

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

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

Instructions

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

### + NetAF.Extensions

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

### + NetAF.Interpretation

# Class Item

Represents an item that can be used within the game.

Filter by title

## Inheritance

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

## Implementation

IExaminable (NetAF\_Assets\_Examinable.html)  
IPlayerVisible (NetAF\_Assets.IPlayerVisible.html)  
IIInteractable (NetAF\_Assets\_IInteraction.IInteractWithItem.html)

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

## ExaminableObject.Examination

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

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_ToString)

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

ExaminableObject (NetAF\_Assets\_ExaminableObject.html)

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

ExaminableObject.Commands

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

(NetAF\_Assets\_ExaminableObject.html)

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

ExaminableObject.Examine(ExaminationScene)

(NetAF\_Assets\_Characters.html)

(NetAF\_Assets\_ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination)

## NetAF.Assets.Interaction

ExaminableObject.IsPlayerVisible

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

## NetAF.Assets.Locations

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

(NetAF\_Assets\_Locations.html)

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

(NetAF\_Commands.html)

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

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

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

(NetAF\_Conversations.html)

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

## NetAF.Conversations.

Assembly: NetAF.dll

### Instructions

(NetAF\_Conversations.Instruct)

+ NetAF.Extensions  
    ↳ Item  
        (NetAF\_Extensions.html)

## NetAF.Interpretation

(NetAF\_Interpretation.html)

# Constructors

## Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

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

ExaminationRequest

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

Parameters

ExaminationResult

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

## Item(string, string, bool)

Item (NetAF.Assets.Item.html)

Initializes a new instance of the Item class.

Size (NetAF.Assets.Size.html)

Declaration

## + NetAF.Assets.Attributes

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

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

## + NetAF.Assets.Characters

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

Parameters

Type	Name	Description
NetAF.Assets.Interaction		
(NetAF.Assets.Interaction.html) string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Items identifier.
(NetAF.Assets.Locations.html) string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this Item.

## + NetAF.Commands

### (NetAF.Commands.html)

## + NetAF.Conversations

### Properties (NetAF.Conversations.html)

## + NetAF.Conversations.

### Interactions

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

Get or set the interaction.

## + NetAF.Extensions

Declaration

### (NetAF.Extensions.html)

## + NetAF.Interpretation

### (NetAF.Interpretation.html)

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

#### Property Value

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

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

#### Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.I

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

(NetAF.Assets.IExaminable.html)

IPlayerVisible

#### Property Value

(NetAF.Assets.IPlayerVisible.html)

#### Type

#### Description

Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

### + NetAF.Assets.Attributes

## Methods

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

#### Interact(item)

### + NetAF.Assets.Interaction

Interact with an item.

(NetAF.Assets.Interaction.html)

#### Declaration

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

Parameters

(NetAF.Commands.html)

#### Type

#### Name

#### Description

### + NetAF.Conversations

(NetAF.Conversations.html)

Item (NetAF.Assets.Item.html)

item

The item to interact with.

### + NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct

Description

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

The result of the interaction.

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

Morph(item)

(NetAF.Interpretation.html)

Handle item morphing.

## Declaration

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

### Parameters

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

ExaminationRequest  
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

NetAF.Assets.ExaminationResult.I

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IExaminable

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

## + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## + NetAF.Commands

(NetAF.Commands.html)

## + NetAF.Conversations

(NetAF.Conversations.html)

## + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

(NetAF.Interpretation.html)

# Struct Size

Represents a size.

Filter by title

Inherited Members

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

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

+ NetAF.Assets.Attributes

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Size(int, int)

(NetAF.Assets.Characters.html)

Initializes a new instance of the Size struct.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Conversations

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

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Properties

Properties

(NetAF.Extensions.html)

Height

(NetAF.Interpretation.html)

Get the height.

...

	Name	Description
width	The width.	
height	The height.	

## Declaration

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

### Property Value

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

### Width

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

### Property Value

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

### + NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

### + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

# Namespace NetAF.Assets.Attributes

## Classes

Filter by title

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

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

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

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

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

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

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Interaction.html)

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

(NetAF.Assets.Locations.html)

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

(NetAF.Commands.html)

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

(NetAF.Conversations.html)

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

Instructions  
(NetAF.Conversations.Instruct

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

(NetAF.Extensions.html)

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

(NetAF.Interpretation.html)

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

(NetAF.Logic.html)

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

(NetAF.Rendering.html)

# Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

## + NetAF.Assets

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

## NetAF.Assets.Attributes

Inherited Members

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

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

## + NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

## NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

Assembly: NetAF.dll

## + NetAF.Assets.Locations

Syntax  
(NetAF.Assets.Locations.html)

## + NetAF.Commands

public class Attribute  
(NetAF.Commands.html)

## + NetAF.Conversations

Constructors  
(NetAF.Conversations.html)

## + NetAF.Conversations.

### Attribute(string, string, int, int)

(NetAF.Conversations.Instruct

Initializes a new instance of the Attribute class.

## + NetAF.Extensions

Declaration

(NetAF.Extensions.html)

## + NetAF.Interpretation

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

(NetAF.Interpretation.html)

Parameters

## + NetAF.Logic

Type	Name	Description
(NetAF.Logic.html)		
+ NetAF.Rendering (https://learn.microsoft.com/dotnet/api/system.string)	name	Specify the name of the attribute.
+ NetAF.Rendering.Frame (https://learn.microsoft.com/dotnet/api/system.string) Builders	description	Specify the description of the attribute.

(NetAF.Rendering.FrameBuilder

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

+ **NetAF.Assets**

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

## Properties

- **NetAF.Assets.Attributes**

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

## Description

**Attribute**

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

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

**Type**

+ **NetAF.Assets.Locations**

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

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

**Description**

+ **NetAF.Commands**

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

## Maximum

+ **NetAF.Conversations**

Get the maximum limit of the attribute.

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

Declaration

+ **NetAF.Conversations.**

**Instructions**

`PUBLIC INT Maximum { get; }`

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

**NetAF.Extensions**

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

**Type**

+ **NetAF.Interpretation**

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

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

**Description**

+ **NetAF.Logic**

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

**NetAF.Rendering**

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

Declaration

+ **NetAF.Rendering.Frame**

`PUBLIC INT Minimum { get; }`

**Builders**

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

## Property Value

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

## Name

### + NetAF.Assets

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

Declaration

### - NetAF.Assets.Attributes

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

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

Attribute

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

Property Value

AttributeManager

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

### Description

### + NetAF.Assets.Characters

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

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

#### Instructions

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

### + NetAF.Extensions

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

### + NetAF.Interpretation

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

### + NetAF.Logic

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

### + NetAF.Rendering

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

### + NetAF.Rendering.Frame

#### Builders

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



# Methods

## Add(Attribute, int)

Add a value to an attribute.

Declaration

### (NetAF.Assets.html)

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

#### - NetAF.Assets.Attributes

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

Parameters

Attribute

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

Name

Description

AttributeManager [AttributeManager](#)

attribute

The attribute.

(NetAF.Assets.Attributes.Attribute.html)

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

(NetAF.Assets.Attributes.AttributeName)

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

value

The value.

#### + NetAF.Assets.Characters

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

## Add(Attribute, int) Interaction

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

Add a value to an attribute.

#### + NetAF.Assets.Locations

Declaration

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

#### + NetAF.Commands

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

### (NetAF.Commands.html)

Parameters

#### + NetAF.Conversations

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

Name

Description

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

attributeName

The name of the attribute.

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

value

The value.

### (NetAF.Conversations.Instruct)

#### + NetAF.Extensions

## GetAsDictionary().html

## GetAsDictionary()

### (NetAF.Interpretation.html)

Declaration

#### + NetAF.Logic

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

#### + NetAF.Rendering

Returns

### (NetAF.Rendering.html)

Type

#### + NetAF.Rendering.Frame

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

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

### (NetAF.Rendering.FrameBuilder)

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

NetAF.Rendering.Frame

Description

An array of

atributes.

## GetAttributes()

Get all attributes.

Declaration

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

### (NetAF.Assets.html)

Returns

#### - **NetAF.Assets.Attributes**

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

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

#### Description

An array of attributes.

### GetValue(Attribute)

(NetAF.Assets.AttributeManager.html)

### GetCharacters()

(NetAF.Assets.Characters.html)

Declaration

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

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

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

Parameters

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

Type

#### Name

#### Description

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

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

attribute

The attribute.

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

Returns

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

Type

#### Description

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

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

The value.

#### Instructions

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

### GetExtensions()

#### (NetAF.Extensions.html)

Get the value of an attribute.

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

Declaration

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

#### + **NetAF.Logic**

##### GetValue(string attributeName)

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

Parameters

#### + **NetAF.Rendering**

##### (NetAF.Rendering.html)

#### Name

#### Description

#### + **NetAF.Rendering.Frame**

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

attributeName

The name of the attribute.

#### Builders

Returns

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

#### + **NetAF.Rendering.Frame**

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

## Remove(Attribute)

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

Declaration

### - NetAF.Assets.Attributes

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

Attribute

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

Parameters

AttributeManager

Type	Name	Description
<a href="#">NetAF.Assets.Attributes.AttributeManager</a>		

Name

Description

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

attribute

The attribute.

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

### + NetAF.Assets.Interaction

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

Remove an attribute.

### - NetAF.Assets.Locations

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

### + NetAF.Commands

public void Remove(string attributeName)

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

### + NetAF.Conversations

Parameters

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

Type

Name

Description

### + NetAF.Conversations.

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

[Instructions](#)

attributeName

The name of the attribute.

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

### + NetAF.Extensions

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

Remove all attributes.

### + NetAF.Interpretation

Declaration

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

### + NetAF.Logic

public void RemoveAll()

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

### + NetAF.Rendering

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

### + NetAF.Rendering.Frame

Subtract a value from an attribute.

[Builders](#)

Declaration

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

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

#### Parameters

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

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

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

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

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

Subtract a value from an attribute.

AttributeManager

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

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

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

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

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

Parameters

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

Type

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

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

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

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

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

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

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

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

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

[Instructions](#)

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

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

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

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

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

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

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

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

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

#### + [NetAF.Rendering.Frame](#)

[Builders](#)

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

# Namespace NetAF.Assets.Characters

## Classes

Filter by title

### + NetAF.Assets.

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

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

Represents a generic in game character.

### + NetAF.Assets.Attributes

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

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

### - NetAF.Assets.Characters

Represents a non-playable character.

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

### Character

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

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

Represents a playable character.

IConverser

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

## Interfaces

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

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

Instructions

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

### + NetAF.Extensions

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

### + NetAF.Interpretation

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

### + NetAF.Logic

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

### + NetAF.Rendering

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

# Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

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

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

↳ Character

- [NetAF.Assets.Characters](#)

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

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

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

Implements

Character

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

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

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

Inherited Members

NonPlayableCharacter

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

ExaminableObject\_Examination

PlayableCharacter

([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)

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

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

+ [NetAF.Assets.Locations](#)

ExaminableObject.Commands

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

ExaminableObject\_Attributes

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

ExaminableObject.Examine(ExaminationScene)

+ [NetAF.Conversations](#)

ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene

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

ExaminableObject\_IsPlayerVisible

+ [NetAF.Conversations](#)

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

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

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

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

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

+ [NetAF.Extensions](#)

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

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

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

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

Assembly: NetAF.dll

Syntax

+ [NetAF.Rendering](#)

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

+ [NetAF.Rendering.Frame](#)

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

## Properties

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

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

Declaration

Character

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

IConverser

(NetAF.Assets.Characters.IConverser)

Property Value  
NonPlayableCharacter

Type  
NonPlayableCharacter

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

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

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

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

Declaration

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

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

+ **NetAF.Extensions.Items**

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

+ **NetAF.Interpretation.Items**  
Get AFInterpretationItem holds.

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

+ **NetAF.Logic.Items**

[\(NetAF.Logic.html\)](#)  
public AFInterpretationItem[] Items { get; protected set; }

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

**Description**

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

**Description**

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

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

## Methods

(NetAF.Assets.html)

### + NetAF.Assets.Attributes

#### AcquireItem(item)

(NetAF.Assets.Attributes.html)

Acquire an item.

### - NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

Character

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

IConverser

Parameters

NonPlayableCharacter

Type (NetAF.Assets.Characters.NonPlay

Name

Description

PlayableCharacter

Item (NetAF.Assets.Item.html)

item

The item to acquire.

### + NetAF.Assets.Interaction

DeAcquireItem(item)

### + NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

Parameters

(NetAF.Conversations.html)

+

### + NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

#### + NetAF.Conversations.

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to de-acquire.

(NetAF.Conversations.Instruct

### + NetAF.Extensions

#### FindItem(string, out Item, bool)

(NetAF.Extensions.html)

Find an item.

### + NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

### + NetAF.Logic

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

(NetAF.Logic.html)

### + NetAF.Rendering

Parameters

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

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

Returns

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

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

## + **Give(Item, Character)**

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

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

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

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

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

Parameters

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

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

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

Returns

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

## + **NetAF.Extensions**

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

## + **HasItem(Item, bool)**

## + **NetAF.Interpretation**

Determine if this PlayableCharacter has an item.

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

Declaration

## + **NetAF.Logic**

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

## + **NetAF.Rendering**

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

## + **NetAF.Rendering.Frame**

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

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

Returns

Type	Description
<a href="#">NetAF.Assets.Attributes.html</a>	

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

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

###### Character

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

Interact with a specified item.

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

Declaration

NonPlayableCharacter

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

public InteractionResult Interact(Item item)

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

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

Parameters

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

Type	Name	Description
<a href="#">NetAF.Assets.Interaction.html</a>	<i>item</i>	The item to interact with.

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

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

Returns

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

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

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

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

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

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

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

###### Instructions

Interact with a specified item.

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

Declaration

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

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

protected virtual InteractionResult InteractWithItem(Item item)

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

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

Parameters

Type	Name	Description
<a href="#">NetAF.Logic.html</a>	<i>item</i>	The item to interact with.

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

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

#### + [NetAF.Rendering.Frame](#)

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

## Kill()

Kill (NetAF.Assets.Characters.Character)

### Defined by NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- public virtual void Kill()

### Defined by NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

## Implements

Character (NetAF.Assets.Characters.Character)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayable (NetAF.Assets.IPlayable.html)

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

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

# Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

## + NetAF.Assets.Attributes

IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Identifier)  
**(NetAF.Assets.Attributes.html)**  
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Description)  
IEvaluatable.Commands (NetAF.Assets.IEvaluatable.html#NetAF\_Assets\_IEvaluatable\_Commands)  
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Attributes)  
IExaminable.Examine(ExaminationScene)  
Character  
(NetAF.Assets.IExaminable.html#NetAF\_Assets\_IExaminable\_Examine\_NetAF\_Assets\_ExaminationScene\_)  
(NetAF.Assets.Characters.Character)  
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF\_Assets\_IPlayerVisible\_IsPlayerVisible)  
Converser  
Namespace- NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assembly- NetAF

NonPlayableCharacter

Syntax- NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable)

public interface IConverser : IExaminable, IPlayerVisible

## + NetAF.Assets.Interaction

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

## + NetAF.Assets.Locations

### Properties

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

## + NetAF.Commands

### Conversation

**(NetAF.Commands.html)**

Get or set the conversation.

## + NetAF.Conversations

**(NetAF.Conversations.html)**

## + NetAF.Conversations.

Conversation Conversation { get; set; }

### Instructions

**(NetAF.Conversations.Instruct**

Property Value

## + NetAF.Extensions

Type

**(NetAF.Extensions.html)**

Conversation (NetAF.Conversations.Conversation.html)

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

## + NetAF.Logic

**(NetAF.Logic.html)**

## + NetAF.Rendering

**(NetAF.Rendering.html)**

## + NetAF.Rendering.Frame

Builders

Description

# Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

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

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

- [NetAF.Assets.Characters](#)

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

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

Implements

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

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

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

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

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

Inherited Members

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

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

+ [NetAF.Assets.Interaction](#)

Character.Interaction

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

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

+ [NetAF.Assets.Locations](#)

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

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

Character.AcquireItem(item)

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

m.)

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

Character.DeacquireItem(item)

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

m.)

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

Character.HasItem(item, bool)

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

System.String \_)

Character.FindItem(string, out Item, bool)

([NetAF.Assets.Characters.Character.html#NetAF\\_Assets\\_Characters\\_Character\\_FindItem\\_System\\_String\\_NetA](#))

F\_Assets\_Item\_System\_Boolean \_)

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

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

A\_F\_Assets\_Characters\_Character \_)

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

Character.Interact(item)

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

+ [NetAF.Logic](#)

ExaminableObject.Examination

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

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

ExaminableObject.ToString () ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

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

ExaminableObject.Description

([NetAF.Rendering.Frame.html#NetAF\\_Assets\\_ExaminableObject\\_Description](#))

Builders

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

ExaminableObject.Commands  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Commands)  
ExaminableObject.Attributes  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Attributes)  
ExaminableObject.Examine(ExaminationScene)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene\_)

ExaminableObject.IsPlayerVisible

**(NetAF\_Assets\_Attributes.html)**

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

**(NetAF\_Assets\_Characters.html)**

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

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

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

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

NonPlayableCharacter

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

**Assembly:** NetAF.dll

PlayableCharacter

**Syntax**

`(NetAF.Assets.Characters.PlayableCharacter)`

**+ NetAF.Assets.Interaction**

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser, IExamitable, IPlayable

**+ NetAF.Assets.Locations**

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

**Constructors**

**+ NetAF.Commands**

**(NetAF.Commands.html)**

**NonPlayableCharacter(Identifier, Description, Conversation)**

**+ NetAF.Conversations**

Init(<https://learn.microsoft.com/dotnet/api/system.reflection.conversationattribute>) PlayableCharacter class.

**NetAF.Conversations.**

**Instructions**

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

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

Parameters

Type	Name	Description
<b>(NetAF.Interpretation.html)</b>	<i>identifier</i>	This NonPlayableCharacter's identifier.
Identifier ( <a href="https://learn.microsoft.com/dotnet/api/system.reflection.identifier">https://learn.microsoft.com/dotnet/api/system.reflection.identifier</a> )		
<b>(NetAF.Logic.html)</b>	<i>description</i>	The description of this NonPlayableCharacter.
Description ( <a href="https://learn.microsoft.com/dotnet/api/system.reflection.description">https://learn.microsoft.com/dotnet/api/system.reflection.description</a> )		
<b>(NetAF.Rendering.html)</b>	<i>conversation</i>	The conversation.
Conversation ( <a href="https://learn.microsoft.com/dotnet/api/system.reflection.conversation">https://learn.microsoft.com/dotnet/api/system.reflection.conversation</a> )		

**+ NetAF.Rendering.Frame**

**Builders**

**(NetAF.Rendering.FrameBuilder.html)**

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

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

Parameters

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

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

### + NetAF.Commands

#### (NetAF.Commands.html)

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

#### (NetAF.Conversations.html)

Initializes a new instance of the NonPlayableCharacter class.

+ NetAF.Conversations.

Declaration

### Instructions

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

### + NetAF.Extensions

#### (NetAF.Extensions.html)

### + NetAF.Interpretation

Parameters

#### (NetAF.Interpretation.html)

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

### Builders

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

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

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

### **NonPlayableCharacter(string, string, Conversation)**

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Assets.Characters.IConver

Declaration

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter(string identifier, string description, Conversation conv

e)(NetAF.Assets.Characters.Playable

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

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

Type

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

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

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

### **+ NetAF.Commands**

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

string

### **+ NetAF.Conversations**

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

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

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

(NetAF.Conversations.Conversation.html)

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

### **+ NetAF.Extensions**

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

## **Properties**

### **+ NetAF.Interpretation**

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

## **Conversation**

### **+ NetAF.Logic**

Get or set the conversation.

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

Declaration

### **+ NetAF.Rendering**

#### **(NetAF.Rendering.html)**

public Conversation conversation { get; set; }

### **+ NetAF.Rendering.Frame**

Properties

#### **(NetAF.Rendering.FrameBuild**

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

## Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

### + NetAF.Assets.Interaction

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

### + NetAF.Assets.Locations

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

### + NetAF.Commands

#### (NetAF.Commands.html)

### + NetAF.Conversations

#### (NetAF.Conversations.html)

### + NetAF.Conversations.

#### Instructions

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

### + NetAF.Extensions

#### (NetAF.Extensions.html)

### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### + NetAF.Logic

#### (NetAF.Logic.html)

### + NetAF.Rendering

#### (NetAF.Rendering.html)

### + NetAF.Rendering.Frame

#### Builders

#### (NetAF.Rendering.FrameBuilders.html)

# Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance: [System.Object](#)

↳ **NetAF.Assets.Characters** ([NetAF\\_Assets\\_Characters.html](#))

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

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

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

Implements:

IConverser

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

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

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

PlayableCharacter

Inherited Members:

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

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

+ **NetAF.Assets.Interaction**

([NetAF\\_Assets\\_Interaction.html](#))

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

+ **NetAF.Assets.Locations**

([NetAF\\_Assets\\_Locations.html](#))

Character.AcquireItem(item)

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

+ **NetAF.Commands**

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

Character.DeacquireItem(item)

+ **NetAF.Conversations**

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

Character.HasItem(item, bool)

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.Instruct**

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

([NetAF.Assets.Characters.Character.html#NetAF\\_Assets\\_Characters\\_Character\\_FindItem\\_System\\_String\\_NetA](#))

+ **NetAF.Extensions**

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

Character.Interact(item)

([NetAF\\_Assets\\_Characters\\_Character\\_Interact.html](#))

([NetAF\\_Assets\\_Characters\\_Character\\_Give\\_NetAF\\_Assets\\_Item\\_NetAF\\_Assets\\_Characters\\_Character\\_Give.html](#))

+ **NetAF.Interpretation**

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

Character.Interact(item)

([NetAF\\_Assets\\_Characters\\_Character\\_Interact.html](#))

+ **NetAF.Logic**

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

ExaminableObject.Examination

([NetAF\\_Assets\\_ExaminableObject\\_Examination.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

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

ExaminableObject.Description

+ **NetAF.Rendering.Frame**

([NetAF\\_Rendering\\_Frame.html](#))

ExaminableObject.Commands

([NetAF\\_Assets\\_ExaminableObject\\_Commands.html](#))

+ **NetAF.Rendering.FrameBuilder**

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

- **NetAF.Assets.Characters**

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

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

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

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

(NetAF.Assets.Characters.ICharacter)

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

NonPlayableCharacter

Assembly: NetAF.dll

(NetAF.Assets.Characters.NonPlay

Syntax

PlayableCharacter

(NetAF.Assets.Characters.Playable

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

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

PlayableCharacter(Identifier, Description, params Item[])

+ **NetAF.Conversations**

Initializes a new instance of the PlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instruct(PlayableCharacter Identifier identifier, Description description, params Item

[1 items])

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Interpretation.html)

	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.Extensions.html)[1]	items	The players items.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

PlayableCharacter(string, string, params Item[])

+ **NetAF.Rendering.Frame**

Initializes a new instance of the PlayableCharacter class.

Binders

(NetAF.Rendering.FrameBuilder.html)

Declaration

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

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This PlayableCharacter's identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The description of the player.
Item ( <a href="#">Item.html</a> )	<i>items</i>	The players items.

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

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

**UseItem(item, IInteractWithItem)**

(NetAF.Assets.Characters.PlayableCharacter.html)

Use an item.

+ **NetAF.Assets.Interaction**

Declaration

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.Location.html) Default UseItem(Item item, IInteractWithItem targetObject)

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

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

Name

Description

+ **NetAF.Conversations**

*item*

The item to use.

(NetAF.Conversations.Conversation.html)

*targetObject*

A target object to use the item on.

+ **NetAF.Conversations**

Instructions

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

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

Description

(NetAF.Extensions.Result.html)

The result of the items usage.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Implements

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

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

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

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

# Namespace NetAF.Assets.Interaction

## Classes

Filter by title

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

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

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

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

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

(NetAF.Assets.Characters.htm)

Represents a reaction.

#### - **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

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

Condition

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

IInteractWithItem

## Interfaces

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

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

(NetAF.Assets.Interaction.IInteractWithItem.html)

Represents any object that can interact with an item.

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

## Enums

Reaction

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult.html)

Enumeration of interaction effects.

Result

(NetAF.Assets.Interaction.Result.html)

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

(NetAF.Assets.Locations.html)

Enumeration of reaction results.

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

## Delegates

(NetAF.Commands.html)

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

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

Represents a callback for conditions.

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

Instructions

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

Represents the callback for interacting with objects.

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

(NetAF.Extensions.html)

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

(NetAF.Interpretation.html)

▼

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

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

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

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

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

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

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

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

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

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

# Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Assets.Characters**

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

public delegate bool Condition()

- **NetAF.Assets.Interaction**

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

Returns

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

# Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

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

- **NetAF.Assets.Interaction**

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

Condition

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

**Methods**

InteractWithItem

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

InteractionCallback

**InteractWithItem**

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

InteractionEffect

Interact with an item

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

InteractionResult

Declaration

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

Reaction

InteractionResult Interact(Item item)

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

ReactionResult

Parameters

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

Result

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

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

+ **NetAF.Assets.Locations**

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

Returns

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

# Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

## + NetAF.Assets.Characters

Assembly: NetAF.dll

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

#### Syntax

#### - NetAF.Assets.Interaction

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

Condition

Parameters

(NetAF.Assets.Interaction.Condition.htm)

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

Return type

InteractionEffect

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

Reaction

(NetAF.Assets.Interaction.Reaction.htm)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult.htm)

Result

(NetAF.Assets.Interaction.Result.htm)

## + NetAF.Assets.Locations

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

## + NetAF.Commands

### (NetAF.Commands.html)

## + NetAF.Conversations

### (NetAF.Conversations.html)

## + NetAF.Conversations.

### Instructions

### (NetAF.Conversations.Instructions.htm)

## + NetAF.Extensions

### (NetAF.Extensions.html)

## + NetAF.Interpretation

### (NetAF.Interpretation.htm)

# Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

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

Syntax

- **NetAF.Assets.Interaction**

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

## Fields

Name	Description
FatalEffect	A fatal effect to the interaction.
InteractionResult	( <a href="#">NetAF.Assets.Interaction.Result.html</a> )
Item	( <a href="#">NetAF.Assets.Interaction.Item.html</a> )
Reaction	
ItemUsedUp	Item was used up. ( <a href="#">NetAF.Assets.Interaction.Reaction.html</a> )
NoEffect	No effect to the interaction on either the item or the target. ( <a href="#">NetAF.Assets.Interaction.Reaction.html</a> )
SelfContainedResult	Any other self contained effect. ( <a href="#">NetAF.Assets.Interaction.Result.html</a> )
TargetUsedUp	The target was used up. ( <a href="#">NetAF.Assets.Interaction.Result.html</a> )

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Parsing**

# Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

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

↳ Result (NetAFAssetsInteractionResult.html)

↳ InteractionResult

Condition

Inherited Members

(NetAFAssetsInteractionCondition)

Result Description ([NetAFAssetsInteraction.Result.html#NetAF\\_Assets\\_Interaction\\_Result\\_Description](#))

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

InteractionCallback

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

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

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

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

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

(NetAFAssetsInteractionReaction)

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

ReactionResult

Assembly NetAF.dll

(NetAFAssetsInteraction.Reaction)

Syntax

Result

(NetAFAssetsInteraction.Result.html)

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

+ NetAFAssetsLocations

(NetAFAssetsLocations.html)

NetAFCommands

(NetAFCommands.html)

NetAFConversations

InteractionResult(InteractionEffect, Item)

(NetAFConversations.html)

Initializes a new instance of the InteractionResult class.

+ NetAFConversations

Declaration

Instructions

(NetAFConversations.Instruct)

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

+ NetAFExtensions

(NetAFExtensions.html)

Parameters

+ NetAFInterpretation

Type (NetAFInterpretation.html)

InteractionEffect (NetAFAssetsInteractionInteractionEffect.html)

Name

Description

effect

The effect of this interaction.

+ NetAFLogic

Item (NetAFAssetsItem.html)

(NetAFLogic.html)

item

The item used in this interaction.

+ NetAFRendering

## InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

### NetAF.Assets.Interaction

Parameters

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

## Properties

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

ReactionResult

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

## NetAF.Assets.Locations

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

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

### + NetAF.Commands

**Effect**  
(NetAF.Commands.html)

Property Value

### + NetAF.Conversations

**Effect**  
(NetAF.Conversations.html)

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

### + NetAF.Conversations

#### Instructions

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

### + NetAF.Extensions

Get the item used in the interaction.

**Effect**  
(NetAF.Extensions.html)

Declaration

### + NetAF.Interpretation

**Effect**  
(NetAF.Interpretation.html)

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

### + NetAF.Logic

**Effect**  
(NetAF.Logic.html)

### + NetAF.Rendering

... --> ... --> ... --> ...

Description

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

▼

NetAF.Assets.Characteristics

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

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

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

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

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

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

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

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

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

- + **NetAF.Rendering**

# Class Reaction

Represents a reaction.

Filter by title

Inheritance

## - NetAF.Assets.Interaction

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

↳ Reaction  
Condition

Inherited Members

(NetAF.Assets.Interaction.Condition)

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

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

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

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

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

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

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: NetAF.dll

ReactionResult

Syntax

(NetAF.Assets.Interaction.Reaction)

Result

(NetAF.Assets.Interaction.Result)

## + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Constructors

## + NetAF.Commands

(NetAF.Commands.html)

## Reaction(ReactionResult, string)

## + NetAF.Conversations

Initializes a new instance of the Reaction class.

(NetAF.Conversations.html)

## Declarations

## + NetAF.Conversations.

### Instructions

public Reaction(ReactionResult result, string description)

(NetAF.Conversations.Instruct)

## + NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

## + NetAF.Interpretation

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

(NetAF.Interpretation.html)

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

Name

Description

result

The result.

description

A description of the result.

## + NetAF.Logic

(NetAF.Logic.html)

## + NetAF.Rendering

(NetAF.Rendering.html)

# Properties

## Description

Get a description of the result.

Declaration

### - NetAF.Assets.Interaction

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

Condition

Property Value

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

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

(NetAF.Assets.Interaction.InteractionResult.html)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

## Result

InteractionResult

Get the result.

Reaction

Declaration

(NetAF.Assets.Interaction.Reaction.html)

ReactionResult

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

Result

(NetAF.Assets.Interaction.Result.html)

Property Value

### + NetAF.Assets.Locations

Type

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

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

### + NetAF.Commands

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

### + NetAF.Conversations

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

### + NetAF.Conversations.

Instructions

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

### + NetAF.Extensions

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

### + NetAF.Interpretation

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

### + NetAF.Logic

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

### + NetAF.Rendering

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

Description

# Enum ReactionResult

### Enumeration of reaction results.

 Filter by title

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

AssemblyName.html

## Syntax Condition

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

# Fields

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

## + NetAF.Assets.Locations

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

## + NetAF.Commands

## (NetAF.Commands.html)

## + NetAF.Conversations

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

## + NetAF.Conversations.

## Instructions

## (NetAF.Conversations.Instruct

## + NetAF.Extensions

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

## + NetAF.Interpretation

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

## + NetAF.Logic

(NetAF.Logic.html)

## + NetAF.Rendering

(NetAF.Rendering.html)

# Class Result

Represents a result.

Filter by title

## Inheritance

### NetAF.Assets.Interaction

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

↳ [Result](#)

↳ [\(NetAF.Assets.Result.html\)](#)

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

## Inherited Members

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

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

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

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

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

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

Assembly: NetAF.dll

## Syntax

### NetAF.Assets.Locations

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

public abstract class Result

## + NetAF.Commands

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

## NetAF.Conversations

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

## Result

### Instructions

Initializes a new instance of the Result class.

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

Declaration

## + NetAF.Extensions

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

protected Result()

## + NetAF.Interpretation

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

## + NetAF.Logic

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

## + NetAF.Rendering

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

... -- . -

Get the description.

Declaration

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



Property Value

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

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

**Instructions**

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

... -- . -

# Namespace NetAF.Assets.Locations

## Classes

▼ Filter by title

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

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

(NetAF.Assets.Characters.htm

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

+ NetAF.Assets.Interaction

Provides a 3D matrix of rooms.

(NetAF.Assets.Interaction.htm

### - NetAF.Assets.Locations

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

(NetAF.Assets.Locations.htm)

Represents an entire overworld.

Direction

(NetAF.Assets.Locations.Direction.

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

(NetAF.Assets.Locations.Exit.html)

Represents a region.

Matrix

(NetAF.Assets.Locations.Matrix.htm

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

(NetAF.Assets.Locations.Overworld)

Represents a room

Region

(NetAF.Assets.Locations.Region.htm

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

(NetAF.Assets.Locations.Room.htm)

Represents a room position.

RoomPosition

(NetAF.Assets.Locations.RoomPos

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

(NetAF.Assets.Locations.ViewPoin

Represents a view point from a room.

## + NetAF.Commands

(NetAFCommands.html)

## ENUMS

### + NetAF.Conversations

(NetAFConversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

# Enum Direction

Enumeration of directions.

Filter by title

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

Assembly: NetAF.dll

## + NetAF.Assets.Characters

Syntax  
(NetAF.Assets.Characters.htm)

### + NetAF.Assets.Interaction

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

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Fields

(NetAF.Assets.Locations.Direction.htm)

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

## Extension Methods

(NetAF.Assets.Locations.ViewPoint.htm)

DirectionExtensions.Inverse(Direction)

### + NetAF.Commands

(NetAF.Extensions.DirectionExtensions.html#NetAF\_Extensions\_DirectionExtensions\_Inverse\_NetAF\_Assets\_Locations\_Direction\_\_)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

# Class Exit

Represents an exit from a GameLocation.

Filter by title

## Inheritance

### + NetAF.Assets.Characters

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

### + NetAF.Assets.Interaction

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

Implements

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

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

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

Direction

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

Exit  
ExaminableObject.Examination  
([NetAF.Assets.ExaminableObject.Exit.html](#))  
([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examination)  
Matrix  
ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_ToString)  
([NetAF.Assets.Locations.Matrix.html](#))  
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Identifier)  
Overworld.  
ExaminableObject.Description  
([NetAF.Assets.Locations.Overworld.html](#))  
([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Description)  
Region  
ExaminableObject.Commands  
([NetAF.Assets.Locations.Region.html](#))  
([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Commands)  
Room  
ExaminableObject.Attributes  
([NetAF.Assets.Locations.Room.html](#))  
([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Attributes)  
RoomPosition  
ExaminableObject.Examine(ExaminationScene)  
([NetAF.Assets.Locations.RoomPos.html](#))  
([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination)  
ViewPoint  
Scene)  
([NetAF.Assets.Locations.ViewPoint.html](#))  
ExaminableObject.IsPlayerVisible  
ExaminableObject.Equals(object) ([NetAF\\_Assets\\_ExaminableObject\\_IsPlayerVisible.html](#))  
[\(NetAF.Commands.html\)](#)

### + NetAF.Commands

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

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

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

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

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

## Assembly External

### NetAF.Extensions

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

### + NetAF.Interpretation

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

### + NetAF.Logic

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

# Constructors

## Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration

+ **NetAF.Assets.Characters**

(**NetAF.Assets.Characters.html**)

```
public Exit(Direction direction, bool isLocked = false, Identifier identifier = null  
           , Description description = null)
```

+ **NetAF.Assets.Interaction**

(**NetAF.Assets.Interaction.html**)

Parameters

- **NetAF.Assets.Locations**

Type

(**NetAF.Assets.Locations.html**)

Direction (NetAF.Assets.Locations.Direction.html)

Name

Description

*direction*

The direction of the exit.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

*isLocked*

If this exit is locked.

Exit

*identifier*

An identifier for the exit.

Identifier (NetAF.Assets.Identifier.html)

*description*

A description of the exit.

Matrix

Description (NetAF.Assets.Description.html)  
(NetAF.Assets.Locations.Matrix.html)

## Properties

+ **NetAF.Assets.Locations.Region**

(**NetAF.Assets.Locations.Region.html**)

Room

(NetAF.Assets.Locations.Room.html)

**Direction**

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

Get the direction of the exit.

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

```
public Direction Direction { get; }
```

(**NetAF.Commands.html**)

# **NetAF.Conversations**

Property Value

(**NetAF.Conversations.html**)

Type

+ **NetAF.Conversations**.

Direction (NetAF.Assets.Locations.Direction.html)

**Instructions**

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

**Interaction**

(**NetAF.Extensions.html**)

Get or set the interaction.

+ **NetAF.Interpretation**

Declaration

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

InteractionCallback Interaction { get; set; }

(**NetAF.Logic.html**)

Description

Property Value

Type	Description
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	

## IsLocked

+ NetAF.Assets.Characters

Get if this exit is locked.

(NetAF.Assets.Characters.html)

Declaration

## + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public bool IsLocked { get; }

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Type	Description
NetAF.Assets.Locations.Direction.	

bool

(https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Interact With an Item:

RoomPosition

Declaration

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## + NetAF.Commands

Parameters

(NetAF.Commands.html)

Type	Name	Description
+ NetAF.Conversations		

Item

(NetAF.Conversations.html)

item

The item to interact with.

## + NetAF.Conversations.

Returns

Instructions

Type

(NetAF.Conversations.Instruct.html)

InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)

## + NetAF.Extensions

(NetAF.Extensions.html)

## + NetAF.Interpretation

LOCK()

(NetAF.Interpretation.html)

Lock this exit.

## + NetAF.Logic

Declaration

(NetAF.Logic.html)

```
public void Lock()
```

## Unlock()

Unlock this exit.

+ **NetAF.Assets.Characters**

    Direction

    (NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

    public void Unlock()  
    (NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

    (NetAF.Assets.Locations.html)

        Direction

        IExaminable (NetAF.Assets.IExaminable.html)

        (NetAF.Assets.Locations.Direction)

        IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

        Exit

        IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

        (NetAF.Assets.Locations.Exit.html)

        Matrix

        (NetAF.Assets.Locations.Matrix.html)

        Overworld

        (NetAF.Assets.Locations.Overworld)

        Region

        (NetAF.Assets.Locations.Region.html)

        Room

        (NetAF.Assets.Locations.Room.html)

        RoomPosition

        (NetAF.Assets.Locations.RoomPos)

        ViewPoint

        (NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

    (NetAF.Commands.html)

+ **NetAF.Conversations**

    (NetAF.Conversations.html)

+ **NetAF.Conversations.**

**Instructions**

    (NetAF.Conversations.Instruct

+ **NetAF.Extensions**

    (NetAF.Extensions.html)

+ **NetAF.Interpretation**

    (NetAF.Interpretation.html)

+ **NetAF.Logic**

    (NetAF.Logic.html)

# Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Matrix

([NetAF.Assets.Interaction.html](#))

Inherited Members

- **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Overload

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

([NetAF.Assets.Locations.Overworld.html](#))

Assembly: NetAF.dll

Region

Syntax

([NetAF.Assets.Locations.Region.html](#))

Room

public sealed class Matrix ([NetAF.Assets.Locations.Room.html](#))

RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

## Constructors

([NetAF.Assets.Locations.ViewPoint.html](#))

+ **NetAF.Commands**

Matrix(Room[,])

([NetAF.Commands.html](#))

Initializes a new instance of the Matrix class.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public Matrix(Room[, ,] rooms)

Instructions

([NetAF.Conversations.Instruct.html](#))

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))[, ,]

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Type	Name	Description
Room ( <a href="#">NetAF.Assets.Locations.Room.html</a> )[, ,]	rooms	The rooms to be represented.

## Depth

Get the depth of the matrix.

Declaration

```
public int Depth { get; }
```

**(NetAF.Assets.Characters.html)**

Property Value

+ **NetAF.Assets.Interaction**

Type

**(NetAF.Assets.Interaction.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- **NetAF.Assets.Locations**

**(NetAF.Assets.Locations.html)**

**Height**

Direction

**(NetAF.Assets.Locations.Direction.html)**

Get **Exit** height of the matrix.

**(NetAF.Assets.Locations.Exit.html)**

Declaration

Matrix

**(NetAF.Assets.Locations.Matrix.html)**

public int Height { get; }

Overworld

**(NetAF.Assets.Locations.Overworld.html)**

Region

**(NetAF.Assets.Locations.Region.html)**

Type

Room

**(NetAF.Assets.Locations.Room.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

RoomPosition

**(NetAF.Assets.Locations.RoomPosition.html)**

ViewPoint

**this[int,int]**

**NetAF.Commands**

**(NetAF.Commands.html)**

Declaration

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

int [int,int,int] { get; }

+ **NetAF.Conversations.**

Parameters

**Instructions**

**Type** **NetAF.Conversations.Instruct**

**Name**

**Description**

+ **NetAF.Extensions**

x

The x position.

**(NetAF.Extensions.html)**

y

The y position.

+ **NetAF.Interpretation**

z

The z position.

**(NetAF.Interpretation.html)**

Property Value

+ **NetAF.Logic**

**Type** **NetAF.Logic.html**

**Description**

+ **NetAF.Rendering**

The room.

## Width

Get the width of the matrix.

Declaration

```
public int Width { get; }
```

**(NetAF.Assets.Characters.html)**

Property Value

+ **NetAF.Assets.Interaction**

Type

**(NetAF.Assets.Interaction.html)**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- **NetAF.Assets.Locations**

**(NetAF.Assets.Locations.html)**

Direction

## Methods

Exit

**(NetAF.Assets.Locations.Exit.html)**

**ToRooms()**

**(NetAF.Assets.Locations.Matrix.html)**

Return this matrix as a one dimensional array of rooms.

Overworld

Declaration

Region

**(NetAF.Assets.Locations.Region.html)**

public Room[] ToRooms()

Room

**(NetAF.Assets.Locations.Room.html)**

Return RoomPosition

**(NetAF.Assets.Locations.RoomPosition.html)**

Type

ViewPoint

Room

**(NetAF.Assets.Locations.RoomPosition.html)**

Description

The rooms, as a one dimensional array.

+ **NetAF.Commands**

**(NetAF.Commands.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

# Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

+ **NetAFAssetsInteraction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAFAssetsInteraction.html\)](#)  
↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))

- **NetAFAssetsLocations**

Implements  
[\(NetAFAssetsLocations.html\)](#)

IExaminable (NetAFAssets.IExaminable.html)

IDirection  
↳ [Direction](#) ([NetAFAssets.Direction.html](#))  
IPlayerVisible (NetAFAssets.IPlayerVisible.html)

Inherited Members

↳ [\(NetAFAssetsLocations.Exit.html\)](#)

ExaminableObject.Examination  
↳ [Matrix](#) ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examination](#))  
↳ [\(NetAFAssetsLocationsMatrix.htm\)](#)

ExaminableObject.ToString() ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))  
↳ [Overworld](#)

ExaminableObject.Identifier ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))  
↳ [\(NetAFAssetsLocationsOverworld.htm\)](#)

ExaminableObject.Description  
↳ [Region](#) ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Description](#))

↳ [\(NetAFAssetsLocationsRegion.htm\)](#)

ExaminableObject.Commands  
↳ [Room](#) ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Commands](#))

↳ [\(NetAFAssetsLocationsRoom.htm\)](#)

ExaminableObject.Attributes  
↳ [RoomPosition](#) ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Attributes](#))

↳ [\(NetAFAssetsLocationsRoomPos.htm\)](#)

ExaminableObject.IsPlayerVisible  
↳ [ViewPoint](#) ([NetAFAssets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_IsPlayerVisible](#))

↳ [\(NetAFAssetsLocationsViewPoin.htm\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAFCommands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))

+ **NetAFConversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAFConversations**.

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAFAssets.html](#)).Locations ([NetAFAssetsLocations.html](#))

**Instructions**

Assembly: NetAF.dll

[\(NetAFConversations.Instruct\)](#)

Syntax

+ **NetAFExtensions**

[\(NetAFExtensions.html\)](#) Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **NetAFInterpretation**

[\(NetAFInterpretation.html\)](#)

**Constructors**

+ **NetAFLogic**

[\(NetAFLogic.html\)](#)

**Overworld(Identifier, Description)**

+ **NetAFRendering**

[\(NetAFRendering.html\)](#)

Initializes a new instance of the overworld class.

Declaration

```
public Overworld(Identifier identifier, Description description)
```

Parameters

Type	Name	Description
+ <a href="#">NetAF.Assets.Interaction</a> <a href="#">(NetAF.Assets.Interaction.html)</a>	<i>identifier</i>	The identifier for this overworld.
- <a href="#">NetAF.Assets.Locations</a> <a href="#">(NetAF.Assets.Locations.html)</a>	<i>description</i>	A description of this overworld.

Direction

**Overworld(string, string)**

Exit

Initializes a new instance of the overworld class.

Matrix  
Declaration

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

```
public Overworld(string identifier, string description)
```

Region

Parameters

Room

Type	Name	Description
+ <a href="#">NetAF.Assets.Locations.Room</a> <a href="#">(NetAF.Assets.Locations.Room.html)</a>	<i>identifier</i>	The identifier for this overworld.
- <a href="#">NetAF.Assets.Locations.RoomPosition</a> <a href="#">(NetAF.Assets.Locations.RoomPos.html)</a>	<i>description</i>	A description of this overworld.

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ [NetAF.Commands](#)

**Properties**  
[\(NetAF.Commands.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)  
**CurrentRegion**

+ [NetAF.Conversations](#).

Get the current region.

**Instructions**

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

```
public Region CurrentRegion { get; }
```

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)  
**Type**

**Description**

+ [NetAF.Logic](#)

[Region\(NetAF.Assets.Locations.Region.html\)](#)  
[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

## Regions

Get the regions in this overworld.

Declaration

```
public Region[] Regions { get; }
```

### NetAF/Assets/Interaction

(NetAF.Assets.Interaction.html)

Type Description

### - NetAF/Assets/Locations

(Region (NetAF.Assets.Locations.Region.html))

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

## Methods

(NetAF.Assets.Locations.Exit.html)

Matrix

### + AddRegion(Region)

Overworld

Add a region to this overworld.

(NetAF.Assets.Locations.Overworld.html)

### Declaration

(NetAF.Assets.Locations.Region.html)

Room

public void AddRegion(Region region)

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

Type

(NetAF.Assets.Locations.ViewPoint.html)

Name

Description

Region (NetAF.Assets.Locations.Region.html)

region

The region to add.

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

Examine(ExaminationScene)

(NetAF.Conversations.html)

Examine this object.

### + NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

public override ExaminationResult Examine(ExaminationScene scene)

### + NetAF.Extensions

(NetAF.Extensions.html)

Parameters

### + NetAF.Interpretation

(NetAF.Interpretation.html)

ExaminationScene

Type Name Description

scene

The scene this object is being examined from.

### + NetAF.Logic

(NetAF.Logic.html)

Returns

### + NetAF.Rendering

(NetAF.Rendering.html)

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_Examination

+ NetAF.Assets.Interaction  
Scene\_

(NetAF.Assets.Interaction.html)

## FindRegion(string, out Region) (NetAF.Assets.Locations.html)

Find a region.

Direction

Declaration:

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
Region	regionName	The regions name.
string (https://learn.microsoft.com/dotnet/api/system.string)	regionName	The regions name.

Room

(NetAF.Assets.Locations.Region.html)

(NetAF.Assets.Locations.Room.html)

RoomPosition

Returns

(NetAF.Assets.Locations.RoomPos

Type	Description
viewPoint	True if the region was found.

+ NetAF.Commands

(NetAF.Commands.html)

## Move(Region)

+ NetAF.Conversations

(NetAF.Conversations.html)

Move to a region.

+ NetAF.Conversations.

Declaration:

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type	Name	Description
Region	region	The region to move to.

+ NetAF.Logic

Returns

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the region could be moved to, else false.

## RemoveRegion(Region)

Remove a region from this overworld.

+ **NetAF.Assets.Interaction**

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

- **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

Parameters

Type	Name	Description
<a href="#">(NetAF.Assets.Locations.Direction.Exit)</a>	<i>region</i>	The region to remove.

## Implements

[Overworld](#) ([\(NetAF.Assets.Locations.Overworld.html\)](#))

[IExaminable](#) ([\(NetAF.Assets.IExaminable.html\)](#))

[IParentRegion](#) ([\(NetAF.Assets.Locations.RegionVisible.html\)](#))

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

# Class Region

Represents a region.

Filter by title

Inheritance

[\(NetAF.Assets.Interaction.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- **NetAF.Assets.Locations**

↳ Region

[\(NetAF.Assets.Locations.html\)](#)

Implements

Direction

IExaminable ([NetAF.Assets.IExaminable.html](#))

([NetAF.Assets.Locations.Direction.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Exit

Inher([NetAF.Assets.Locations.Exit.html](#))

Matrix

ExaminableObject.Examination

([NetAF.Assets.Locations.Matrix.html](#))

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Examination](#))

Overworld

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_ToString](#))

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Identifier](#))

Region

ExaminableObject.Description

([NetAF.Assets.Locations.Region.html](#))

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Description](#))

Room

ExaminableObject.Commands

([NetAF.Assets.Locations.Room.html](#))

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Commands](#))

RoomPosition

ExaminableObject.Attributes

([NetAF.Assets.Locations.RoomPosition.html](#))

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_Attributes](#))

ViewPoint

ExaminableObject.IsPlayerVisible

([NetAF.Assets.Locations.ViewPoint.html](#))

([NetAF.Assets.ExaminableObject.html#NetAF\\_Assets\\_ExaminableObject\\_IsPlayerVisible](#))

↳ [NetAF.Commands.html](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[\(NetAF.Commands.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Conversations](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Instructions

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

[\(NetAF.Conversations.Instruct.html\)](#)

Assembly: NetAF.dll

↳ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

↳ [NetAF.Logic](#)

[Constructors](#)

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

[Region\(Identifier, Description\)](#)

[\(NetAF.Rendering.html\)](#)

... -- . -

Initializes a new instance of the Region class.

Declaration

```
public Region(Identifier identifier, Description description)
```

Parameters

Type (NetAF.Assets.Interaction.html)	Name	Description
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	This Regions identifier.
Direction (NetAF.Assets.Direction.html)	<i>description</i>	The description of this Region.

Direction

(NetAF.Assets.Direction.html)

## Region(string, string)

(NetAF.Assets.Locations.Exit.html)

Initializes a new instance of the Region class.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Declaration

Overworld

(NetAF.Assets.Locations.Overworld.html)

```
public Region(string identifier, string description)
```

Region

(NetAF.Assets.Locations.Region.html)

Room

Parameters

Type RoomPosition	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This Regions identifier.
ViewPoint string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	The description of this Region.

## + NetAF.Commands

(NetAF.Commands.html)

## Properties

From Conversations

(NetAF.Conversations.html)

Current Room

### Instructions

Get the current room.

(NetAF.Conversations.Instruct

Declaration

## + NetAF.Extensions

(NetAF.Extensions.html)

```
public Room CurrentRoom { get; }
```

## + NetAF.Interpretation

(NetAF.Interpretation.html)

## + NetAF.Logic

(NetAF.Logic.html)

Room (NetAF.Assets.Locations.Room.html)

## + NetAF.Rendering

(NetAF.Rendering.html)

... -- . -

Description

## this[int, int, int]

Get a room at a specified location.

Declaration

```
public Room this[int x, int y, int z] { get; }
```

+ [NetAF.Assets.Interaction](#)

Parameters

([NetAF.Assets.Interaction.html](#))

Type	Name	Description
<a href="#">NetAF.Assets.Locations</a> ( <a href="#">NetAF.Assets.Locations.html</a> )	x	The x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">NetAF.Assets.Direction</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">Exit</a> ( <a href="#">NetAF.Assets.Locations.Exit.html</a> )	z	The z position.

Properties

Value

Type	Description
<a href="#">Overworld</a> ( <a href="#">NetAF.Assets.Locations.Overworld.html</a> )	The room.

Region

[Room](#)  
([NetAF.Assets.Locations.Room.html](#))

Room

[Rooms](#)  
([NetAF.Assets.Locations.Rooms.html](#))

Get the number of rooms region contains.

([NetAF.Assets.Locations.RoomPos](#))

Declaration

[ViewPoint](#)

([NetAF.Assets.Locations.ViewPoint](#))

```
public int Rooms { get; }
```

+ [NetAF.Commands](#)

([NetAF.Commands.html](#))

Property Value

+ [NetAF.Conversations](#)

Type	Description
<a href="#">(NetAF.Conversations.html)</a>	

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ [NetAF.Conversations](#).

Instructions

([NetAF.Conversations.Instruct](#))

[VisibleWithoutDiscovery](#)

+ [NetAF.Extensions](#)

Get if the current region is visible without discovery.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

```
public bool VisibleWithoutDiscovery { get; set; }
```

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Property Value

+ [NetAF.Rendering](#)

Type	Description
<a href="#">(NetAF.Rendering.html)</a>	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

# Methods

## AddRoom(Room, int, int, int)

Add a Room to this region.

Declaration

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

```
public bool AddRoom(Room room, int x, int y, int z)
```

### - NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Parameters

Type	Direction (NetAF.Assets.Direction. RoomExit.html)	Name	Description
Room	Room (NetAF.Assets.Locations.Room.html)	room	The room to add.
int	(NetAF.Assets.Locations.Exit.html) Matrix (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position within the region.
int	(NetAF.Assets.Locations.Matrix.html) Overworld (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position within the region.
int	(NetAF.Assets.Locations.Overworld.html)	z	The z position within the region.

Region

Returns

(NetAF.Assets.Locations.Region.html)

Type	Room (NetAF.Assets.Locations.Room.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Description
RoomPosition	(NetAF.Assets.Locations.RoomPosition.html)	

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## Examine(ExaminationScene)

### + NetAF.Commands

Examine this object.

([NetAF.Commands.html](#))

Declaration

### + NetAF.Conversations

([NetAF.Conversations.html](#))

```
public override ExaminationResult Examine(ExaminationScene scene)
```

### + NetAF.Conversations.

InSTRUCTIONS

Type	Name	Description
NetAF.Conversations.Instruct (NetAF.Conversations.Instruct.html)	scene	The scene this object is being examined from.

### + NetAF.Interpretation

Returns

([NetAF.Interpretation.html](#))

Type

### + NetAF.Logic

ExaminationResult

([NetAF.Logic.html](#))

(NetAF.Assets.ExaminationResult.html)

### + NetAF.Rendering

([NetAF.Rendering.html](#))

... -- . -

### Description

A ExaminationResult detailing the examination of this object.

ExaminableObject.Examine(ExaminationScene)  
(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene\_)

## GetAdjoiningRoom(Direction)

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Interaction.html)

### - NetAF.Assets.Locations

public Room GetAdjoiningRoom(Direction direction)  
(NetAF.Assets.Locations.html)

Direction  
Parameters  
(NetAF.Assets.Locations.Direction.)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	direction	The direction of the adjoining Room.

Direction  
Returns  
Overworld

Type	Description
Region	
Room (NetAF.Assets.Locations.Room.html)	The adjoining Room.

Room  
(NetAF.Assets.Locations.Room.html)

## GetAdjoiningRoom(Direction, Room)

(NetAF.Assets.Locations.RoomPosition.html)

Get a ~~viewPoint~~ room to a room.

(NetAF.Assets.Locations.ViewPoint.html)  
Declaration

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

Parameters  
(NetAF.Conversations.html)

Type	Name	Description
NetAF.Conversations.		
Directions (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining room.

(NetAF.Conversations.Instruction.html)

Room  
(NetAF.Assets.Locations.Room.html)

room

The room to use as the reference.

### + NetAF.Extensions

Returns  
(NetAF.Extensions.html)

Type	Description
NetAF.Interpretation	The adjoining room.

### + NetAF.Interpretation

(NetAF.Interpretation.html)

Room  
(NetAF.Assets.Locations.Room.html)

room

The adjoining room.

### + NetAF.Logic

(NetAF.Logic.html)

## GetPositionOfRoom(Room)

### + NetAF.Rendering

Get the position of a room

(NetAF.Rendering.html)

... -- . -

## Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

### Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) <a href="#">(NetAF.Assets.Interaction.html)</a>	room	The room.

## NetAF.Assets.Locations

Type	Description
Direction RoomPosition (NetAF.Assets.Locations.RoomPosition.html) <a href="#">(NetAF.Assets.Direction.html)</a>	The position of the room.

Exit

(NetAF.Assets.Locations.Exit.html)

## JumpToRoom(int, int, int)

(NetAF.Assets.Locations.Matrix.html)

Jump to a room.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

```
public bool JumpToRoom(int x, int y, int z)
```

(NetAF.Assets.Locations.Room.html)

RoomPosition

Type	Name	Description
ViewPoint	x	The x location of the room.
int ( <a href="#">NetAF.Assets.Locations.ViewPoint.html</a> )	y	The y location of the room.
int ( <a href="#">NetAF.Commands.html</a> )	z	The z location of the room.

## + NetAF.Conversations

Return  
[\(NetAF.Conversations.html\)](#)

Type	Description
bool ( <a href="#">NetAF.Conversations.Instruction.html</a> )	True if the room could be jumped to, else false.

## (NetAF.Conversations.Instruct

## + NetAF.Extensions

### Move(Direction)

(NetAF.Extensions.html)

Move in a direction.

## + NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

## + NetAF.Logic

```
public bool Move(Direction direction)
```

## + NetAF.Rendering

Parameters

(NetAF.Rendering.html)

... - . - . -

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to move in.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(NetAF.Assets.Interaction.html)</b>	True if the move was successful, else false.

### - NetAF.Assets.Locations SetStartRoom(Room) (NetAF.Assets.Locations.html)

Set the room to start in.

(NetAF.Assets.Locations.Direction.

Declaration  
Exit

(NetAF.Assets.Locations.Exit.html)

public void SetStartRoom(Room room)

(NetAF.Assets.Locations.Matrix.htr

Overworld

Parameters  
(NetAF.Assets.Locations.Overworld

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	<i>room</i>	The Room to start in.

(NetAF.Assets.Locations.Room.html)

RoomPosition

### SetStartRoom(int, int, int) (NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Set the room to start in.

(NetAF.Assets.Locations.ViewPoint

Declaration

### + NetAF.Commands

#### (NetAF.Commands.html)

public void SetStartRoom(int x, int y, int z)

### + NetAF.Conversations

#### (NetAF.Conversations.html)

Parameters

Type	Name	Description
Instructions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Conversations.Instruct</b>	<i>x</i>	The x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Extensions.html)</b>	<i>y</i>	The y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(NetAF.Extensions.html)</b>	<i>z</i>	The z position.

### + NetAF.Interpretation

#### (NetAF.Interpretation.html)

### ToMatrix()

### + NetAF.Logic

Get this region as a 3D matrix of rooms.

#### (NetAF.Logic.html)

Declaration

### + NetAF.Rendering

#### (NetAF.Rendering.html)

...

```
public Matrix ToMatrix()
```

Returns

Type	Description
Matrix ( <a href="#">NetAF.Assets.Locations.Matrix.html</a> )	This region, as a 3D matrix.

### **(NetAF.Assets.Interaction.html)**

[NetAF.Assets.Locations](#)

### **UnlockDoorPair(Direction)**

#### **(NetAF.Assets.Locations.html)**

Unlock a pair of doors in a specified direction in the CurrentRoom.

Direction

Declaration

Exit

```
public bool UnlockDoorPair(Direction direction)
```

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
(NetAF.Assets.Locations.Overworld)		
Region		

Direction ([NetAF.Assets.Locations.Direction.html](#))

*direction*

The direction to unlock in.

Room

Return ([NetAF.Assets.Locations.Room.html](#))

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition)	

RoomPosition

(NetAF.Assets.Locations.RoomPosition)

**Description**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the door pair could be unlocked, else false.

(NetAF.Assets.Locations.ViewPoint)

## **+ NetAF.Commands**

### **Implements**

#### **(NetAF.Commands.html)**

IExaminable ([NetAF.Assets.IExaminable.html](#))

## **+ NetAF.Conversations**

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

#### **(NetAF.Conversations.html)**

## **+ NetAF.Conversations.**

### **Instructions**

#### **(NetAF.Conversations.Instruct**

## **+ NetAF.Extensions**

#### **(NetAF.Extensions.html)**

## **+ NetAF.Interpretation**

#### **(NetAF.Interpretation.html)**

## **+ NetAF.Logic**

#### **(NetAF.Logic.html)**

## **+ NetAF.Rendering**

#### **(NetAF.Rendering.html)**

... -- . -

# Class Room

Represents a room

Filter by title

Inheritance

[NetAF.Assets.Interaction](#)

**(NetAF.Assets.Interaction.html)**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- **NetAF.Assets.Locations**

↳ Room

**(NetAF.Assets.Locations.html)**

Implements

Direction

IExaminable ([NetAF.Assets.IExaminable.html](#))

([NetAF.Assets.Locations.Direction.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Exit

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

([NetAF.Assets.Locations.Exit.html](#))

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Examination)

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_ToString)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.IsPlayerVisible

([NetAF.ExaminableObject.html](#)#NetAF\_Assets\_ExaminableObject\_IsPlayerVisible)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**(NetAF.Conversations.Instruct**

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF

**NetAF.Extensions**

Syntax ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

public sealed class Room : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

**Constructors**

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

... -- . -

## **Room(Identifier, Description, params Exit[])**

Initializes a new instance of the Room class.

Declaration

```
public Room(Identifier identifier, Description description, params Exit[] exits)
```

+ **NetAF.Assets.Interaction**

Parameters  
**(NetAF.Assets.Interaction.html)**

Type	Name	Description
<b>- NetAF.Assets.Locations</b>  <b>(NetAF.Assets.Locations.html)</b>	<i>identifier</i>	This rooms identifier.
Direction (NetAF.Assets.Description.html) (NetAF.Assets.Direction. Exit (NetAF.Assets.Locations.Exit.html))	<i>description</i>	This rooms description.
(NetAF.Assets.Locations.Exit.html)	<i>exits</i>	The exits from this room.

## **Room(Identifier, Description, Exit[], params Item[])**

Overworld

Initializes a new instance of the Room class.

Region

Declaration  
**(NetAF.Assets.Locations.Region.ht**

Room

```
public Room(Identifier identifier, Description description, Exit[] exits = null, par  
ams Item[] items)
```

RoomPosition

ViewPoint

Parameters  
**(NetAF.Assets.Locations.ViewPoin**

Type	Name	Description
<b>+ NetAF.Commands</b>  <b>(NetAF.Commands.html)</b>	<i>identifier</i>	This rooms identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	This rooms description.
<b>+ NetAF.Conversations</b>  <b>(NetAF.Conversations.html)</b>	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html)	<i>items</i>	The items in this room.

Instructions

**(NetAF.Conversations.Instruct**

## **Room(string, string, params Exit[])**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Initializes a new instance of the Room class.

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

```
public Room(string identifier, string description, params Exit[] exits)
```

+ **NetAF.Logic**

**(NetAF.Logic.html)**

Parameters

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

...

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	This rooms identifier.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html)[]	<i>exits</i>	The exits from this room.

+ **NetAF.Assets.Interaction**

**Room(string, string, Exit[], params Item[])**

- **NetAF.Assets.Locations**

Initializes a new instance of the Room class.

**(NetAF.Assets.Locations.html)**

Declaration

Direction

(NetAF.Assets.Locations.Direction.

```
public Room(string identifier, string description, Exit[] exits = null, params Item
[])
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

(NetAF.Assets.Locations.Matrix.htr

Parameters

Overworld

**Type** (NetAF.Assets.Locations.Overworld)

Region

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.Region.html)

Room

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.Room.html)

Exit (NetAF.Assets.Locations.Exit.html)[]

RoomPosition

Item (NetAF.Assets.Items.html)

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoint

+ **NetAF.Commands**

**Properties**

**(NetAF.Commands.html)**

+ **NetAF.Conversations**

**Characters**

**(NetAF.Conversations.html)**

Get the characters in this Room.

+ **NetAF.Conversations.**

**Instructions**

Declaration

**(NetAF.Conversations.Instruct**

```
public NonPlayableCharacter[] Characters { get; }
```

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

Property Value

+ **NetAF.Interpretation**

**Type** (NetAF.Interpretation.html)

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**EnteredFrom**

**(NetAF.Rendering.html)**

... -- . -

Get which direction this Room was entered from.

Declaration

```
public Direction? EnteredFrom { get; }
```



Property Value

Type	Description
(NetAF.Assets.Interaction.html)	Direction (NetAF.Assets.Locations.Direction.html)?

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

    Direction

**Exits**

(NetAF.Assets.Locations.Direction.

    Exit

Get the exits.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld[] Exits { get; }

(NetAF.Assets.Locations.Overworld

    Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

(NetAF.Assets.Locations.Room.htm

Exit (NetAF.Assets.Locations.Exit.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

    ViewPoint

(NetAF.Assets.Locations.ViewPoin

**HasBeenVisited**

+ **NetAF.Commands**

Get if this location has been visited.

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html)

    public bool HasBeenVisited { get; }

+ **NetAF.Conversations.**

    Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Interaction

(NetAF.Interpretation.html)

Get or set the interaction.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

    public InteractionCallback Interaction { get; set; }

(NetAF.Rendering.html)

... -- . -

Property Value

Type	Description
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	

## this[Direction]

(NetAF.Assets.Interaction.html)  
Get the direction.

## NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public Exit this[Direction direction] { get; }
```

Direction (NetAF.Assets.Locations.Direction.html)

Parameters

Exit (NetAF.Assets.Locations.Exit.html)

Type Matrix

Direction (NetAF.Assets.Locations.Matrix.html) Overworld  
Overworld (NetAF.Assets.Locations.Overworld.html)

Property Value Region

Type Region (NetAF.Assets.Locations.Region.html)

Room Exit (NetAF.Assets.Locations.Exit.html)  
Room (NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

## Items

### viewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get the items in this Room.

## + NetAF.Commands

Declaration

(NetAF.Commands.html)

## + NetAF.Conversations

{ get; } (NetAF.Conversations.html)

Property Value

### NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruction.html)  
Item (NetAF.Assets.Item.html)[]

## + NetAF.Extensions

(NetAF.Extensions.html)

## UnlockedExits

(NetAF.Interpretation.html)

Get all unlocked exits.

## + NetAF.Logic

Declaration (NetAF.Logic.html)

public Exit[] UnlockedExits { get; }

## + NetAF.Rendering

(NetAF.Rendering.html)

Property Value . . -

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

## Methods

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

### AddCharacter(NonPlayableCharacter)

- [NetAF.Assets.Locations](#)

AddCharacter (NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.

Exit

```
public void AddCharacter(NonPlayableCharacter character)
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type Overworld

(NetAF.Assets.Locations.Overworld)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

### AddExit(Exit)

(NetAF.Assets.Locations.RoomPosition.html)

Add an exit to this room.

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

#### + NetAF.Commands

(NetAF.Commands.html)

```
public void AddExit(Exit exit)
```

#### + NetAF.Conversations

Parameters

(NetAF.Conversations.html)

#### + NetAF.Conversations.

Instructions

Exit (NetAF.Assets.Locations.Exit.html)

Name

Description

exit

The exit to add.

#### + NetAF.Extensions

##### AddItem(Item)

(NetAF.Extensions.html)

Declaration

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Rendering

Parameters

(NetAF.Rendering.html)

...

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to add.

## CanMove(Direction)

Test if a move is possible.

(NetAF.Assets.Interaction.html)

Declaration

### - NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

Parameters

Exit

Type (NetAF.Assets.Locations.Exit.html)

Direction (NetAF.Assets.Locations.Direction.html)

(NetAF.Assets.Locations.Matrix.htm

Overworld

Returns (NetAF.Assets.Locations.Overworld)

Type	Description
Region (NetAF.Assets.Locations.Region.html)	If a move in the specified direction is possible.

(NetAF.Assets.Locations.Room.htm

RoomPosition

## ContainsCharacter(NonPlayableCharacter, bool)

ViewPoint

Get if this Room contains a character.

(NetAF.Assets.Locations.ViewPoin

Declaration

### + NetAF.Commands

(NetAF.Commands.html)

public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleC

### + NetAF.Conversations

(NetAF.Conversations.html)

Parameters

### + NetAF.Conversations.

Type	Name	Description
Instructions (NetAF.Conversations.Instruct		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharact	character	The character.
er.html) (NetAF.Extensions.html)		

### + NetAF.Interpretation

(https://learn.microsoft.com/dotnet/api/system.b  
(NetAF.Interpretation.html)  
ool)

includeInvisibleCharacters

Specify if invisible characters  
should be included.

### + NetAF.Logic

Returns (NetAF.Logic.html)

Type	Description
Rendering (NetAF.Rendering.html)	True if the item is in this room, else false.

... -- - . - - -

## ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters  
= false)
```

(NetAF.Assets.Interaction.html)

Parameters

- **NetAF.Assets.Locations**

Type  
(NetAF.Assets.Locations.html)

string  
Direction  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Exit

bool  
(NetAF.Assets.Locations.Exit.html)

Matrix  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Overworld

Overworld  
(NetAF.Assets.Locations.Overworld)

Returns

Region

Type  
(NetAF.Assets.Locations.Region.html)

Room  
bool  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

## ContainsExit(Direction, bool)

(NetAF.Assets.ViewPoint.html)

Get if this Room contains an exit.

+ **NetAF.Commands**

Declaration

(NetAF.Commands.html)

+ **NetAF.Conversations**

ContainsExit(Direction direction, bool includeInvisibleExits = false)

(NetAF.Conversations.html)

Returns

+ **NetAF.Conversations**.

Type  
(NetAF.Conversations.Instruct

Direction  
(NetAF.Assets.Direction.html)

Name

direction

Description

The direction of the exit to check for.

+ **NetAF.Extensions**

bool

(NetAF.Extensions.html)

includeInvisibleExits

Specify if invisible exits should be included.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Returns

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

bool  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

... -- . -

## ContainsExit(bool)

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

+ [NetAF.Assets.Interaction](#)

Parameters  
[\(NetAF.Assets.Interaction.html\)](#)

Type	Name	Description
<a href="#">NetAF.Assets.Locations</a>		

b[\(NetAF.Assets.Locations.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
lean) [\(NetAF.Assets.Direction.](#)

includeInvisibleExits

Specify if invisible exits should be included.

Exit

Returns  
[\(NetAF.Assets.Locations.Exit.html\)](#)

Type	Description
<a href="#">Matrix</a> ( <a href="#">NetAF.Assets.Locations.Matrix.html</a> )	

bool[\(https://learn.microsoft.com/dotnet/api/system.boolean\)](#)

True if the exit exists, else false.

([NetAF.Assets.Locations.Overworld](#))

Region

([NetAF.Assets.Locations.Region.html](#))

## ContainsInteractionTarget(string)

Get if this Room contains an interaction target.

RoomPosition

Declaration  
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

## + NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type	Name	Description
<a href="#">NetAF.Conversations</a>		

s[\(NetAF.Conversations.html\)](#)

([dotnet/api/system.string](https://learn.microsoft.com/dotnet/api/system.string))

targetName

The name of the target to check for.

## + NetAF.Conversations.

Returns

Instructions

Type  
[\(NetAF.Conversations.Instruct](#)

Description

bool[\(https://learn.microsoft.com/dotnet/api/system.boolean\)](#)

True if the target is in this room, else false.

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### ContainsItem(item)

[\(NetAF.Interpretation.html\)](#)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

[+ NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Declaration

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

... -- . -

```
public bool ContainsItem(Item item)
```

#### Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) ↳ NetAF.Assets.Interaction	item	The item to check for.

**(NetAF.Assets.Interaction.html)**  
Returns

Type	Description
<b>(NetAF.Assets.Locations.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) Direction	True if the item is in this room, else false.

(NetAF.Assets.Locations.Direction.  
Exit

**ContainsItem(string, bool)**

Matrix  
Get if this Room contains an item

(NetAF.Assets.Locations.Matrix.html)  
Overworld

Declaration  
(NetAF.Assets.Locations.Overworld)

Region  
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)  
(NetAF.Assets.Locations.Region.html)

Room

Para  
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	itemName	The item name to check for.
string viewPoint (NetAF.Assets.Locations.RoomPosition.ViewPoint.html)	includeInvisibleItems	Specify if invisible items should be included.

+ NetAF.Commands

bool  
**(NetAF.Commands.html)**  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations

**(NetAF.Conversations.html)**

Returns

+ NetAF.Conversations.

Type	Description
<b>(NetAF.Conversations.Instruction.html)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

+ NetAF.Extensions

**(NetAF.Extensions.html)**

**Examine(ExaminationScene)**

+ NetAF.Interpretation

**(NetAF.Interpretation.html)**

Handles examination scene

+ NetAF.Logic

**(NetAF.Logic.html)**

public override ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Rendering

**(NetAF.Rendering.html)**

Parameters

... . . . -

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

## - NetAF.Assets.Locations

Overrides

### (NetAF.Assets.Locations.html)

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF\_Assets\_ExaminableObject\_Examine\_NetAF\_Assets\_ExaminationScene\_)

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

## FindCharacter(string, out NonPlayableCharacter)

(NetAF.Assets.Locations.Matrix.html)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

Declaration

Region

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RegionPosition

Type	Name	Description
ViewPoint string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	characterName	The character.
+ NetAF.Commands	character	The character name.

## + NetAF.Conversations

Returns

### (NetAF.Conversations.html)

Type

## + NetAF.Conversations.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Instructions

(NetAF.Conversations.Instruct

## FindCharacter(string, out NonPlayableCharacter, bool)

### (NetAF.Extensions.html)

Find a character.

## + NetAF.Interpretation

Declaration

### (NetAF.Interpretation.html)

+ NetAF.Logic FindCharacter(string characterName, out NonPlayableCharacter character, bool includeInvisibleCharacters)

## + NetAF.Rendering

Parameters

### (NetAF.Rendering.html)

... -- . -

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>characterName</i>	The character name.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) <b>(NetAF.Assets.Interaction.html)</b>	<i>character</i>	The character.
bool <b>NetAF.Assets.Locations</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(NetAF.Assets.Locations.html)</b>	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Direction

Returns [NetAF.Assets.Locations.Direction](#).

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the character was found.

Matrix  
(NetAF.Assets.Locations.Matrix.html)

Overworld

Region  
(NetAF.Assets.Locations.Region.html)

Room  
(NetAF.Assets.Locations.Room.html)

RoomPosition

**FindExit(Direction, bool, out Exit)**  
Parameters

Find an EXIT:  
Room

Declaration  
(NetAF.Assets.Locations.Room.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

## + NetAF.Commands

Type  
**(NetAF.Commands.html)**

Direction (NetAF.Assets.Locations.Direction.html)

*direction*

Description

The exits direction.

## + NetAF.Conversations

bool  
**(NetAF.Conversations.html)**

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

*includeInvisibleExits*

Specify if invisible exists should be included.

## + NetAF.Conversations.

### Instructions

Exit (NetAF.Assets.Locations.Exit.html)  
**(NetAF.Conversations.Instruct**

*exit*

Description

The exit.

Returns

## + NetAF.Extensions

Type  
**(NetAF.Extensions.html)**

Description

bool  
**(NetAF.Interpretation.html)**

True if the exit was found.

(NetAF.Interpretation.html)

## + NetAF.Logic

**FindInteractionTarget(string, out IInteractWithItem)**

(NetAF.Logic.html)

Find an interaction target.

## + NetAF.Rendering

Type  
**(NetAF.Rendering.html)**

Declaration

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	targetName	The targets name.
<a href="#">(NetAF.Assets.Interaction.html)</a>	target	The target.

## - NetAF.Assets.Locations

Returns

[\(NetAF.Assets.Locations.html\)](#)

Type  
Direction

bool([NetAF.Assets.Microsoft.Direction](#)) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Matrix

[FindItem\(string, out Item\)](#)

[\(NetAF.Assets.Locations.Matrix.html\)](#)

Overworld

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

[\(NetAF.Assets.Locations.Overworld\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

public bool FindItem(string itemName, out Item item)

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

Parameters

[\(NetAF.Assets.Locations.RoomPos](#)

Type	Name	Description
viewPoint		
string ( <a href="#">NetAF.Assets.ViewPoint</a> )	itemName	The items name. This is case insensitive

## + NetAF.Commands

[\(NetAF.Commands.html\)](#)

Item ([NetAF.Assets.Item.html](#))

item

The item

## + NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type

[+ NetAF.Conversations.](#)

Instructions

bool(<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the item was found

[\(NetAF.Conversations.Instruct](#)

## + NetAF.Extensions

[FindItem\(string, out Item, bool\)](#)

[\(NetAF.Extensions.html\)](#)

Find an item

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Declaration

## + NetAF.Logic

public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)

## + NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

... -- . -

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The items name.
Item ( <a href="#">NetAF.Assets.Item.html</a> )	item	The item.
bool ( <a href="#">NetAF.Assets.Interaction.html</a> )	includeInvisibleItems	Specify is invisible items should be included.

## - NetAF.Assets.Locations

### [\(NetAF.Assets.Locations.html\)](#)

Returns

Type	Direction ( <a href="#">NetAF.Assets.Direction.html</a> )	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	Exit ( <a href="#">NetAF.Assets.Direction.Exit.html</a> )	True if the item was found.

Matrix  
([NetAF.Assets.Locations.Matrix.html](#))

Overworld  
Region

Declaration  
([NetAF.Assets.Locations.Region.html](#))

Room  
([NetAF.Assets.Locations.Room.html](#))

=RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint  
Parameters

([NetAF.Assets.Locations.ViewPoint.html](#))

Type	Name	Description
+ NetAF.Commands <a href="#">(NetAF.Commands.html)</a>	direction	The direction to check.
+ NetAF.Conversations ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleExits	Specify if invisible exits should be included.

## + NetAF.Conversations.

Returns

### Instructs

Type	Description
+ NetAF.Extensions ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	If there is a locked exit in the specified direction.

### [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### [HasUnlockedExitInDirection\(Direction, bool\)](#)

Get if this room has a visible unlocked exit in a specified direction.

## + NetAF.Logic

### [\(NetAF.Logic.html\)](#)

## + NetAF.Rendering

### [\(NetAF.Rendering.html\)](#)

...

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

## Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html) <a href="#">(NetAF.Assets.Interaction.html)</a>	direction	The direction to check.
bool - <a href="#">NetAF.Assets.Locations</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean?view=learn">https://learn.microsoft.com/dotnet/api/system.boolean?view=learn</a> ) <a href="#">(NetAF.Assets.Locations.html)</a>	includeInvisibleExits	Specify if invisible exits should be included.

Direction

Returns NetAF.Assets.Locations.Direction.

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	If there is a unlocked exit in the specified direction.

boolMatrix  
(<https://learn.microsoft.com/dotnet/api/system.boolean?view=learn>)

Overworld

(NetAF.Assets.Locations.Overworld)

Region

**Interact(item)**  
(NetAF.Assets.Locations.Region.html)

Interact With an item.  
(NetAF.Assets.Locations.Room.html)

Declaration

RoomPosition

(NetAF.Assets.Locations.RoomPos)

**ViewPointInteractionResult Interact(Item item)**

(NetAF.Assets.Locations.ViewPoint)

## NetAF.Commands

Type	Name	Description
+ <a href="#">NetAF.Conversations</a> item (NetAF.Assets.Item.html) <a href="#">(NetAF.Conversations.html)</a>	item	The item to interact with.

Returns

+ [NetAF.Conversations](#).

Type	Description
<a href="#">(NetAF.Conversations.Instruct</a> InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)	The result of the interaction.

## NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

**MovedInto(Direction?)**  
+ [NetAF.Interpretation](#)

Has [\(NetAF.Interpretation.html\)](#) location.

## NetAF.Logic

[\(NetAF.Logic.html\)](#)

public void MovedInto(Direction? fromDirection)

## NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.
▼		

+ **NetAF.Assets.Interaction**

## **RemoveCharacter(NonPlayableCharacter)**

- **NetAF.Assets.Locations**

Remove a character from the room.

**(NetAF.Assets.Locations.html)**

Declaration

Direction

(NetAF.Assets.Locations.Direction.

public void RemoveCharacter(NonPlayableCharacter character)

Exit

(NetAF.Assets.Locations.Exit.html)

Parameters

Type  
(NetAF.Assets.Locations.Matrix.htr

Overworld

NonPlayableCharacter  
(NetAF.Assets.Characters.NonPlayableCharacter.html)

Region  
(NetAF.Assets.Locations.Region.htr

Room

(NetAF.Assets.Locations.Room.htr

## **RemoveExit(Exit)**

RoomPos  
(NetAF.Assets.Locations.Room.html)

Remove an exit from the room.

ViewPoint

Declaration  
(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

public void RemoveExit(Exit exit)

**(NetAF.Commands.html)**

+ **NetAF.Conversations**

Parameters  
(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

Exit  
(NetAF.Assets.Locations.Exit.html)

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

## **RemoveInteractionTarget(IInteractWithItem)**

**(NetAF.Extensions.html)**

Remove an interaction target from the room.

+ **NetAF.Interpretation**

Declaration

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

public void InteractWithItem RemoveInteractionTarget(IInteractWithItem target)

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

... -- . -

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target to remove.

Returns

Type	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) <b>(NetAF.Assets.Interaction.html)</b>	The target removed from this room.

## - NetAF.Assets.Locations RemoveItem(item) (NetAF.Assets.Locations.html)

Declaration  
Remove item from the room.  
(NetAF.Assets.Locations.Direction.html)

Parameters  
Exit  
(NetAF.Assets.Locations.Exit.html)  
Matrix  
(NetAF.Assets.Locations.Matrix.html)

Overworld  
Parameters  
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to remove.

Room  
(NetAF.Assets.Locations.Room.html)  
RoomPosition  
(NetAF.Assets.Locations.RoomPosition.html)

## SpecifyConditionalDescription(ConditionalDescription)

ViewPoint  
Specify a conditional description of this room.  
(NetAF.Assets.Locations.ViewPoint.html)

Declaration  
+ NetAF.Commands

**(NetAF.Commands.html)**  
public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Conversations

**(NetAF.Conversations.html)**  
Parameters

Type	Name	Description
Instructions ConditionalDescription (NetAF.Assets.ConditionalDescription.html) <b>(NetAF.Conversations.Instruct</b>	description	The description of this room.

+ NetAF.Extensions

**Implementations**  
(NetAF.Extensions.html)

+ NetAF.Interpretation  
(NetAF.Interpretation.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Logic

**(NetAF.Logic.html)**

+ NetAF.Rendering

**(NetAF.Rendering.html)**

... -- . -

▼

- **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
  - Direction  
[\(NetAF.Assets.Locations.Direction.html\)](#)
  - Exit  
[\(NetAF.Assets.Locations.Exit.html\)](#)
  - Matrix  
[\(NetAF.Assets.Locations.Matrix.html\)](#)
  - Overworld  
[\(NetAF.Assets.Locations.Overworld.html\)](#)
  - Region  
[\(NetAF.Assets.Locations.Region.html\)](#)
  - Room  
[\(NetAF.Assets.Locations.Room.html\)](#)
  - RoomPosition  
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)
  - ViewPoint  
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.Instructions**  
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)

# Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF Assets Interaction.html](#))

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ RoomPosition

- **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

object [Equals](#)(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
↳ NetAF.Assets.Direction.

object [Equals](#)(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object [GetHashCode](#)() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object [GetType](#) () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object [MemberwiseClone](#)() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object [ReferenceEquals](#)(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object [ToString](#)() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF Assets Locations Region.html](#))  
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Room

Assembly: NetAF.dll

([NetAF.Assets.Locations.Room.html](#))

Syntax

RoomPosition

([NetAF.Assets.Locations.RoomPos](#)

public class RoomPosition

([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

CONSTRUCTORS

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

RoomPosition(Room, int, int)

([NetAF Conversations.html](#))  
Inherits: [Room](#) from the RoomPosition class.

Instructions

Declaration

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

Type

([NetAF.Interpretation.html](#))

Name

Description

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

room

The room/

x

The x position of the room.

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

y

The y position of the room.

z

The z position of the room.

# Properties

## Room

Get the room.



Declaration

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#)  
public Room Room { get; }

## - NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Property Value

Type	Direction	Description
Room	<a href="#">NetAF.Assets.Locations.Room.html</a> ( <a href="#">NetAF.Assets.Locations.Exit.html</a> ) Matrix  <b>X</b> Overworld Get the X position of the room. Region Declaration ( <a href="#">NetAF.Assets.Locations.Region.html</a> Room public <a href="#">NetAF.Assets.Locations.Room</a> Room { get; set; } RoomPosition ( <a href="#">NetAF.Assets.Locations.RoomPosition.html</a> ) ViewPoint	

Property Value

ViewPoint

Type	Description
<a href="#">NetAF.Commands</a> ( <a href="#">NetAF.Commands.html</a> )	

## + NetAF.Conversations



([NetAF.Conversations.html](#))

Get the Y position of the room.

## + NetAF.Conversations.

Declarations

([NetAF.Conversations.Instruction.html](#))

public int Y { get; }

## + NetAF.Extensions

([NetAF.Extensions.html](#))

Property Value

## + NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

## + NetAF.Logic

([NetAF.Logic.html](#))

## # NetAF.Rendering

([NetAF.Rendering.html](#))

Get the Z position of the room.

... . . . . -

Description

	Description

## Declaration

```
public int Z { get; }
```

### Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Assets.Interaction.html)</a>	

- **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

## Methods

### Direction

(NetAF.Assets.Locations.Direction.

### Exit

**IsAtPosition(int, int, int)**  
(NetAF.Assets.Locations.Exit.html)

### Matrix

Get if this RoomPosition is at a position.  
(NetAF.Assets.Locations.Matrix.htm

### Overworld

(NetAF.Assets.Locations.Overworld

**Region** bool IsAtPosition(int x, int y, int z)

(NetAF.Assets.Locations.Region.htm

### Room

Parameters  
(NetAF.Assets.Locations.Room.htm

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPos	x	The X position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) viewPoint	y	The Y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The Z position.

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

### Returns

**+ NetAF.Conversations**

Type	Description
<a href="#">(NetAF.Conversations.html)</a>	True if this is at the position, else false.

### Instructions

[\(NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

... -- . -

# Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

[\(NetAF.Assets.Interaction.html\)](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ViewPoint](#)

- **NetAF.Assets.Locations**

Inherited Members

[\(NetAF.Assets.Locations.html\)](#)

[Object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[Object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object-object)))

[Object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[Object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[Object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[Object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Region

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)  
Assembly: NetAF.dll  
Room

Syntax

[\(NetAF.Assets.Locations.Room.htm\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.htm\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.htm\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

↳ [NetAF.Conversations](#).

Instructions

Declaration

[\(NetAF.Conversations.Instruct.htm\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

↳ [Bool](#) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[AnyNotVisited](#)

[\(NetAF.Rendering.html\)](#)

... . . . -

Type	Description
<a href="#">Bool</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## - [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

Direction  
[AnyVisited](#)

(NetAF.Assets.Direction.  
Get if there is a view in any direction.

[\(NetAF.Assets.Direction.html\)](#)

Declaration

```
public Room
```

```
    AnyVisited { get; }
```

(NetAF.Assets.Room.html)

Region

Property Value  
[\(NetAF.Assets.Room.html\)](#)

Type	Description
<a href="#">(NetAF.Assets.Room.html)</a> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

(NetAF.Assets.RoomPosition.html)

RoomPosition

[ViewPoint](#)

(NetAF.Assets.ViewPoint.html)

this[Direction]

[\(NetAF.Assets.ViewPoint.html\)](#)

Direction

## + [NetAF.Commands](#)

Get the room that lies in a specified direction.

[\(NetAF.Commands.html\)](#)

Declaration

## + [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Parameters

## Instructs

Type	Name	Description
<a href="#">(NetAF.Conversations.Instruct.html)</a> Direction ( <a href="#">NetAF.Assets.Direction.html</a> )	<i>direction</i>	The direction to check.

Property Value

## + [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Room ([NetAF.Assets.Room.html](#))

## + [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

## + [NetAF.Rendering](#)

NoView

[\(NetAF.Rendering.html\)](#)

... -- . -

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```



Property Value

Type	Description
(NetAF.Assets.Interaction.html)	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.html)

**Methods**

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

**Create(Region)**

(NetAF.Assets.Locations.Matrix.html)

Create a new ViewPoint.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

```
public static ViewPoint Create(Region region)
```

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Parameters

(NetAF.Assets.Locations.RoomPosition.html)

Type	Name	Description
ViewPoint		

(NetAF.Assets.Locations.ViewPoint.html)

Region (NetAF.Assets.Locations.Region.html)

region

The region to create the view point from.

+ **NetAF.Commands**

Returns

(NetAF.Commands.html)

Type		Description
NetAF.Commands		

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Type		Description
NetAF.Conversations		

ViewPoint (NetAF.Conversations.ViewPoint.html)

		Description
		The view point.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

... -- . -

# Namespace NetAF.Commands

## Classes

Filter by title ▾

### CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

### ICommand (NetAF.Commands.ICommand.html)

(NetAF.Assets.Locations.html)

Represents a command.

### - NetAF.Commands

(NetAF.Commands.html)

## Delegates

CustomCommand

(NetAF.Commands.CustomCommand.html)

### CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

(NetAF.Commands.CustomCommandCallback.html)

Provides a callback for custom commands.

ICommand

(NetAF.Commands.ICommand.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### + NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

# Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

[\(NetAF.Assets.Attributes.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

Implements

[ICustomCommand](#) ([CustomCommand.html](#))

IPlayerVisible ([IPlayerVisible.html](#))

[\(NetAF.Assets.Interaction.html\)](#)

Inherited Members

+ [NetAF.Assets.Locations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

[NetAF.Commands](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name [State.Command](#) ([State.Command.html](#)) ([\(NetAF.Commands.html\)](#))

Assembly: NetAF.dll

+ [NetAF.Conversations](#)

Syntax

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#)

public class CustomCommand : ICommand, IPlayerVisible

Instructions

[\(NetAF.Conversations.Instruct](#)

Constructors

[\(NetAF.Extensions.html\)](#)

**CustomCommand(CommandHelp, bool, CustomCommandCallback)**

[\(NetAF.Interpretation.html\)](#)

Initializes a new instance of the CustomCommand class.

+ [NetAF.Logic](#)

Declaration

[\(NetAF.Logic.html\)](#)

+ [NetAF.Rendering](#)

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Parameters

[Builders](#)

[\(NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

- .. - - - - -

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>help</i>	The help for this command.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>isPlayerVisible</i>	If this is visible to the player.
<b>(NetAF.Assets.Attributes.html)</b> CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)	<i>callback</i>	The callback to invoke when this command is invoked.

[\(NetAF.Assets.Characters.html\)](#)

## + NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

## + NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

## - NetAF.Commands

Get or set the arguments.

[\(NetAF.Commands.html\)](#)

Declaration

CustomCommand

(NetAF.Commands.CustomCommand)

```
public string[] Arguments { get; set; }
```

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback)

ICommand

Property Value

(NetAF.Commands.ICommand.html)

## Type

## + NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)[]

[\(NetAF.Conversations.html\)](#)

## + NetAF.Conversations.

### Instructions

### Help

[\(NetAF.Conversations.Instruct.html\)](#)

Get the help for this command.

## + NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

public CommandHelp Help { get; }

[\(NetAF.Interpretation.html\)](#)

## Properties

### NetAF.Logic

[\(NetAF.Logic.html\)](#)

## Type

## + NetAF.Rendering

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

[\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

### IsPlayerVisible

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set if this is visible to the player.

## + NetAF.Rendering.Frame

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## Description

## Description

```
public bool IsPlayerVisible { get; set; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <a href="#">(NetAF.Assets.Attributes.html)</a>	

## + NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

## Methods

### + NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

#### Invoke(Game)

### + NetAF.Assets.Locations

Invoke the command.

[\(NetAF.Assets.Locations.html\)](#)

Declaration

### - NetAF.Commands

[\(NetAF.Commands.html\)](#)

```
public Reaction Invoke(Game game)  
    CustomCommand
```

[\(NetAF.Commands.CustomCommand.html\)](#)

Parameters

CustomCommandCallback

Type	Name	Description
<a href="#">(NetAF.Commands.CustomCommand.html)</a> ICommand	game	The game to invoke the command on.

## + NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type

## + NetAF.Conversations.

Reaction ([\(NetAF.Assets.Interaction.Reaction.html\)](#))

### Instructions

[\(NetAF.Conversations.Instruct](#)

## IMPLEMENTATIONS

[\(NetAF.Extensions.html\)](#)

ICommand ([\(NetAF.Commands.ICommand.html\)](#))

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

### Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

## + NetAF.Rendering.Frame

# Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

## + **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

## + **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Parameters

## + **NetAF.Assets.Locations**

Type

([NetAF.Assets.Locations.html](#))

Game ([NetAF.Logic.Game.html](#))

## - **NetAF.Commands**

string

([NetAF.Commands.html](#))

(<https://learn.microsoft.com/dotnet/api/system.string>)

CustomCommand

  || (NetAF.Commands.CustomComma

    CustomCommandCallback

Returns

  || (NetAF.Commands.CustomComma

Type Command

  || ([NetAF.Commands.ICommand.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

## + **NetAF.Conversations**

([NetAF.Conversations.html](#))

## + **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#))

## + **NetAF.Extensions**

([NetAF.Extensions.html](#))

## + **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

## + **NetAF.Logic**

([NetAF.Logic.html](#))

## + **NetAF.Rendering**

([NetAF.Rendering.html](#))

## + **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuild](#))

## + **NetAF.Rendering.Frame**

# Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

## ↳ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public interface ICommand

## + **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

## + **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

## Methods

### - **NetAF.Commands**

([NetAF.Commands.html](#))

#### Invoke(Game)

CustomCommand

Invoke the command.

([NetAF.Commands.CustomCommand.html](#))

CustomCommandCallback

Declaration

([NetAF.Commands.CustomCommand.html](#))

ICommand

Reaction Invoke(Game game)

([NetAF.Commands.ICommand.html](#))

### + **NetAF.Conversations**

Parameters

([NetAF.Conversations.html](#))

Type

Name	Description
game	The game to invoke the command on.

### + **NetAF.Conversations.**

Game ([NetAF.Logic.Game.html](#))

#### Instructions

([NetAF.Conversations.Instruct.html](#))

Returns

### + **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description
The reaction.

### + **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

### + **NetAF.Logic**

([NetAF.Logic.html](#))

### + **NetAF.Rendering**

([NetAF.Rendering.html](#))

### + **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

### + **NetAF.Rendering.Frame**

- - - - -

# Namespace NetAF.Conversations

## Classes

Filter by title

### [Conversation \(NetAF.Conversations.Conversation.html\)](#)

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

### [LogItem \(NetAF.Conversations.LogItem.html\)](#)

(NetAF.Assets.Location.html)

+ [NetAF.Commands](#)

### [Paragraph \(NetAF.Conversations.Paragraph.html\)](#)

- [NetAF.Conversations](#)

(NetAF.Conversations.html)

### [Response \(NetAF.Conversations.Response.html\)](#)

(NetAF.Conversations.Conversation.h)

Provides a response to a Conversation.

ConversationActionCallback

(NetAF.Conversations.Conversation.h)

## Enums

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

### [Participant \(NetAF.Conversations.Participant.html\)](#)

(NetAF.Conversations.Paragraph.h)

Enumeration of participants in a conversation.

Participant

(NetAF.Conversations.Participant.h)

## Delegates

(NetAF.Conversations.Response.h)

+ [NetAF.Conversations](#)

ConversationActionCallback

Instructions

### [\(NetAF.Conversations.ConversationActionCallback.html\)](#)

(NetAF.Conversations.Instruct

Provides a callback that can be used in conversations invoking actions.

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

# Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Conversation

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html). Conversations ([NetAF.Conversations.html](#))

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

**Constructors**

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

**Conversation(params Paragraph[])**

+ **NetAF.Conversations.**

Initializes a new instance of the Conversation class.

**Instructions**

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

**Properties**

+ **NetAF.Rendering.Frame**

Builders

## CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

### (NetAF.Assets.Characters.htm)

Property Value

#### + NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Paragraph (NetAF.Conversations.Paragraph.html)

#### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## LogAF.Commands

### (NetAF.Commands.html)

Get the log.

#### - NetAF.Conversations

Declaration

(NetAF.Conversations.html)

Conversation

public LogItem[] Log { get; }

(NetAF.Conversations.Conversatio

ConversationActionCallback

Property Value

(NetAF.Conversations.Conversatio

Type

LogItem

(NetAF.Conversations.LogItem.htm

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Get the NetAF.Conversations.Response conversation.

## NetAF.Conversations.

### Instructions

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

Property Value

(NetAFExtensions.html)

Type

#### + NetAF.Interpretation

Paragraph (NetAF.Conversations.Paragraph.html)[]

Description

### + NetAF.Logic

(NetAF.Logic.html)

Description

## Methods

(NetAF.Rendering.html)

## NetAF.Rendering.Frame

Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Assets.Interaction.html)	game	The game.

Returns

+ **NetAF.Assets.Locations**

Type	Description
(NetAF.Assets.Locations.html)	

+ NetAF.Commands.Interaction.Reaction.html

(NetAF.Commands.html)	The reaction to the line.
-----------------------	---------------------------

- NetAF.Conversations

**Respond(Response, Game)**  
(NetAF.Conversations.html)

Responds to the conversation.

Declaration

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.ConversationActionCallback)

Parameters

Type	Name	Description
Participant		
Response (NetAF.Conversations.Response.html)	response	The response.
Game (NetAF.Logic.Game.html)	game	The game.

+ **NetAF.Conversations.**

Returns

**Instructions**

Type	Description
(NetAF.Conversations.Instruction)	

Reaction (NetAF.Assets.Interaction.Reaction.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

# Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public delegate void ConversationActionCallback(Game game)

+ **NetAF.Commands**

(NetAF.Commands.html)

Parameters

Type	Name	Description
(NetAF.Conversations.html) Game (NetAF.Logic.Game.html) Conversation	game	The game to invoke the callback on.

(NetAF.Conversations.Conversatio

ConversationActionCallback

(NetAF.Conversations.Conversatio

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

(NetAF.Conversations.Response.h

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

# Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ LogItem

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

**Constructors**

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

**LogItem(Participant, string)**

+ **NetAF.Conversations.**

Initializes a new instance of the LogItem class.

**Instructions**

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public LogItem(Participant participant, string line)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

Participant ([NetAF.Conversations.Participant.html](#))

([NetAF.Logic.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

	Name	Description
Participant	participant	The participant.
string	line	The line.

# Properties

## Line

Get the line.



Declaration

**(NetAF.Assets.Characters.htm)**

+ **NetAF.Assets.Interaction**

**(NetAF.Assets.Interaction.html)**

Property Value

+ **NetAF.Assets.Locations**

Type **(NetAF.Assets.Locations.html)**

Description

+ **NetAF.Commands**

**(NetAF.Commands.html)**

**NetAF.Conversations**

**Participant**

**(NetAF.Conversations.html)**

Get the participant.

Conversation

Declaration

**NetAF.Conversations.Conversation**

ConversationActionCallback

public Participant Participant { get; }

LogItem

**(NetAF.Conversations.LogItem.html)**

Property Value

Paragraph

Type **(NetAF.Conversations.Paragraph.html)**

Description

Participant

Participant **(NetAF.Conversations.Participant.html)**

Response

**(NetAF.Conversations.Response.html)**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame**

**Builders**

# Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Paragraph

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

Constructors

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

**Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)**

+ **NetAF.Conversations.**

Instructions

Initializes a new instance of the Paragraph class.

([NetAF.Conversations.Instruction.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstr

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

+ **NetAF.Rendering**

(<https://learn.microsoft.com/dotnet/api/system.string>)

line

Specify the line.

+ **NetAF.Rendering.Frame**

Builders

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	name	Specify the name of the paragraph.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

## Paragraph(string ConversationActionCallback, string)

(NetAF.Commands.html)

Initializes a new instance of the Paragraph class.

### - NetAF.Conversations

Declaration

(NetAF.Conversations.html)

```
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

(NetAF.Conversations.ConversationActionCallback.html)

ConversationActionCallback

Parameters

(NetAF.Conversations.ConversationActionCallback.html)

Type LogItem

(NetAF.Conversations.LogItem.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Paragraph

(NetAF.Conversations.Paragraph.html)

ConversationActionCallback

Participant

(NetAF.Conversations.ConversationActionCallback.html)

(NetAF.Conversations.Participant.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Response

(NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.html)

Name

Description

line

Specify the line.

action

Specify any action to be carried out with this line.

name

Specify the name of the paragraph.

### + NetAF.Conversations.

## Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Instruction.html)

Initializes a new instance of the Paragraph class.

### + NetAF.Extensions

Declaration

(NetAF.Extensions.html)

```
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
```

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

Parameters

(NetAF.Logic.html)

Type

Name

Description

### + NetAF.Rendering

string (NetAF.Rendering.html)

(https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Rendering.Frame

line

Specify the line.

### Builders

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Assets.Characters.html)</b>	<i>name</i>	Specify the name of the paragraph.

## + NetAF.Assets.Interaction

**(NetAF.Assets.Interaction.html)**

### Paragraph(string, string)

#### + NetAF.Assets.Locations

Initializes a new instance of the Paragraph class.

**(NetAF.Assets.Locations.html)**

Declaration

## + NetAF.Commands

**(NetAF.Commands.html)**

```
public Paragraph(string line, string name = "")
```

## - NetAF.Conversations

**(NetAF.Conversations.html)**

Parameters

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Conversations.Conversation.html)</b>	<i>line</i>	Specify the line.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Conversations.LogItem.html)</b>	<i>name</i>	Specify the name of the paragraph.

**(NetAF.Conversations.LogItem.html)**

Paragraph

**(NetAF.Conversations.Paragraph.html)**

Participant

**(NetAF.Conversations.Participant.html)**

Response

**Action**  
(NetAF.Conversations.Response.html)

## + NetAF.Conversations

Get or set any action to carry out on this line.

### Instructions

Declaration

**(NetAF.Conversations.Instruction.html)**

## + NetAF.Extensions

**(NetAF.Extensions.html)**

Property Value

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**  
(NetAF.Logic.html)

**(NetAF.Logic.html)**

## + NetAF.Rendering

### CanRespond

**(NetAF.Rendering.html)**

Get if a response is possible.

## + NetAF.Rendering.Frame

Builders

Declaration

Description

```
public bool CanRespond { get; }
```

## Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(NetAF.Assets.Characters.html)</b>	

## + NetAF.Assets.Interaction

### In [NetAF.Assets.Interaction.html](#)

#### t [NetAF.Assets.Locations](#)

Generates an [Interaction](#). This can be applied to a conversation to direct the conversation after this part.

[\(NetAF.Assets.Locations.html\)](#)

## Delegates

### [\(NetAF.Commands.html\)](#)

```
public IEndOfParagraphInstruction Instruction { get; }
```

## - NetAF.Conversations

### [\(NetAF.Conversations.html\)](#)

#### Property Value

Conversation

Type	Description
<a href="#">(NetAF.Conversations.Conversation.html)</a> IEndOfParagraphInstruction ( <a href="#">NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html</a> ) <a href="#">(NetAF.Conversations.Conversation.html)</a>	

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

## Line

### Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Get or set the line.

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

```
public string Line { get; set; }
```

## + NetAF.Conversations.

### Instructions

#### Property Value

### [\(NetAF.Conversations.Instruction.html\)](#)

## + NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### [\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

Get the frame.

### [\(NetAF.Logic.html\)](#)

Declaration

## + NetAF.Rendering

### [\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

#### Property Value

### [Builders](#)

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## Responses

Get the response. Change applicable to the last line.

[\(NetAF.Assets.Characters.html\)](#)

### Declaration

[\(NetAF.Assets.Interaction.html\)](#)

```
public Response[] Responses { get; set; }
```

### + NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Property Value

### + NetAF.Commands

Type [\(NetAF.Commands.html\)](#)

Response ([NetAF.Conversations.Response.html](#))[]

### - NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

### + NetAF.Conversations.

#### Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

### + NetAF.Rendering.Frame

#### Builders

## Description

# Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

## + **NetAF.Commands**

public enum Participant  
(NetAF.Commands.html)

## - **NetAF.Conversations**

(NetAF.Conversations.html)

## Fields

Conversation

(NetAF.Conversations.Conversation.h)

Name	Description
ConversationActionCallback	(NetAF.Conversations.Conversation.h)
Other	Any other participant.
LogItem	(NetAF.Conversations.LogItem.h)

Player (NetAF.Conversations.LogItem.h)

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

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Interaction**

↳ Response

([NetAF.Assets.Interaction.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Assets.Locations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Conversation

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.Conversation.html](#))

Assembly: NetAF.dll

ConversationActionCallback

Syntax

([NetAF.Conversations.Conversation.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

**Constructors**

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

**Response(string)**

+ **NetAF.Conversations.**

Initializes a new instance of the Response class.

**Instructions**

([NetAF.Conversations.Instruction.html](#))

Declaration

([NetAF.Conversations.Instruction.html](#))

+

**NetAF.Extensions**

public Response(string line)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

**Response(string, EndOfParagraphInstruction)**

+ **NetAF.Rendering.Frame**

Initializes a new instance of the Response class.

**Builders**

	Name	Description
	<i>line</i>	The line to trigger this response.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

## Parameters

Type	Name	Description
<b>(NetAF.Assets.Characters.htm string (https://learn.microsoft.com/dotnet/api/system.string)</b> + <b>NetAF.Assets.Interaction</b> <b>(NetAF.Assets.Interaction.html IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)</b>	<i>line</i>	The line to trigger this response.
+ <b>NetAF.Assets.Locations</b> <b>(NetAF.Assets.Locations.html IEndOfParagraphInstruction (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)</b>	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

## + NetAF.Commands

**(NetAF.Commands.html)**

## Properties

**(NetAF.Conversations.html)**

### Conversation

## Instruction

**(NetAF.Conversations.Conversation**

**ConversationActionCallback**

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

**LogItem**

**Declaration**  
**(NetAF.Conversations.LogItem.html)**

**Paragraph**

**(NetAF.Conversations.Paragraph.html)** **Instruction { get; }**

**Participant**

**(NetAF.Conversations.Participant.html)**

**Property Value**  
**Response**

**Type** **(NetAF.Conversations.Response.html)**

**Description**

## + NetAF.Conversations

**(NetAF.Conversations.IEndOfParagraphInstruction.html)**

## Instructions

**(NetAF.Conversations.Instruct**

## Line

### + NetAF.Extensions

**(NetAF.Extensions.html)**

Get the line.

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

**+ public string Line { get; }**

## + NetAF.Logic

**(NetAF.Logic.html)**

**Property Value**

## + NetAF.Rendering

**(NetAF.Rendering.html)**

**Type** **(https://learn.microsoft.com/dotnet/api/system.string)**

**Description**

## + NetAF.Rendering.Frame

**Builders**

▼

**(NetAF.Assets.Characters.htm**

+ **NetAF.Assets.Interaction**

**(NetAF.Assets.Interaction.html)**

+ **NetAF.Assets.Locations**

**(NetAF.Assets.Locations.html)**

+ **NetAF.Commands**

**(NetAF.Commands.html)**

- **NetAF.Conversations**

**(NetAF.Conversations.html)**

Conversation

**(NetAF.Conversations.Conversatio**

ConversationActionCallback

**(NetAF.Conversations.Conversatio**

LogItem

**(NetAF.Conversations.LogItem.htm**

Paragraph

**(NetAF.Conversations.Paragraph.h**

Participant

**(NetAF.Conversations.Participant.h**

Response

**(NetAF.Conversations.Response.h**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame**

**Builders**

# Namespace NetAF.Conversations.Instructions

▼ Filter by title

## Classes

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

**ByCallback** ([NetAF.Conversations.Instructions.ByCallback.html](#))

+ **NetAF.Assets.Locations**

An end of paragraph instruction that shifts paragraphs based on a callback.

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

**First** ([NetAF.Conversations.Instructions.First.html](#))

([NetAF.Commands.html](#))

An end of paragraph instruction that shifts paragraphs to the start.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

**GoTo** ([NetAF.Conversations.Instructions.GoTo.html](#))

- **NetAF.Conversations**.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

**Instructions**

([NetAF.Conversations.Instruct](#)

**Jump** ([NetAF.Conversations.Instructions.Jump.html](#))

ByCallback

An end of paragraph instruction that shifts paragraphs based on a delta.

First

([NetAF.Conversations.Instructions.](#)

**Last** ([NetAF.Conversations.Instructions.Last.html](#))

GoTo

An end of paragraph instruction that shifts paragraphs to the end.

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

**Next** ([NetAF.Conversations.Instructions.Next.html](#))

Jump

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Last

([NetAF.Conversations.Instructions.](#)

**Previous** ([NetAF.Conversations.Instructions.Previous.html](#))

Next

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Previous

([NetAF.Conversations.Instructions.](#)

**Repeat** ([NetAF.Conversations.Instructions.Repeat.html](#))

Repeat

An end of paragraph instruction that repeats.

ToName

([NetAF.Conversations.Instructions.](#)

**ToName** ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

An end of paragraph instruction that shifts paragraphs based on a name.

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

# Interfaces

## IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

### + NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

### - NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

### + NetAF.Extensions

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

### + NetAF.Logic

# Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ ByCallback

+ **NetAF.Commands**

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

([NetAF.Conversations.Instructions](#)

Previous

([NetAF.Conversations.Instructions](#)

Create a new instance of the ByCallback class.

([NetAF.Conversations.Instructions](#)

Declaration

ToName

([NetAF.Conversations.Instructions](#)

public ByCallback(Func<IEndOfParagraphInstruction> callback)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

Type

([NetAF.Interpretation.html](#))

Func (<https://learn.microsoft.com/dotnet/api/system.func-1>)<

+ **NetAF.Logic**

IEndOfParagraphInstruction

([NetAF.Logic.html](#))

> + **NetAF.Rendering**

Name	Description
callback	The callback that decides the instruction to use.

# Properties

## Callback

Get the callback that decides the instruction to use.

Declaration

### + NetAF.Assets.Locations

public Func<IEndOfParagraphInstruction> Callback { get; }

(NetAF.Assets.Locations.html)

### + NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

### + NetAF.Conversations

Func<<https://learn.microsoft.com/dotnet/api/system.func-1>>

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

### - NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruct

## Methods

By Callback

(NetAF.Conversations.Instructions.

First

### GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

GoTo

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Last

Parameters

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Paragraph (NetAF.Conversations.Paragraph.html)

Name

Description

The current paragraph.

Previous

(NetAF.Conversations.Instructions.

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)]

paragraphs

The collection of paragraphs.

Repeat

(NetAF.Conversations.Instructions.

Returns

ToName

Type

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

## NetAF.Interpretation

(NetAF.Interpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

▼

+ **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
[\(NetAF.Conversations.Instructions.](#)  
First  
[\(NetAF.Conversations.Instructions.](#)  
GoTo  
[\(NetAF.Conversations.Instructions.](#)  
IEndOfParagraphInstruction  
[\(NetAF.Conversations.Instructions.](#)  
Jump  
[\(NetAF.Conversations.Instructions.](#)  
Last  
[\(NetAF.Conversations.Instructions.](#)  
Next  
[\(NetAF.Conversations.Instructions.](#)  
Previous  
[\(NetAF.Conversations.Instructions.](#)  
Repeat  
[\(NetAF.Conversations.Instructions.](#)  
ToName  
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

# Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Locations.html\)](#)

## + NetAF.Commands

Implements

## [\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## [\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## [\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

public sealed class First : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instructions](#).

Last

([NetAF.Conversations.Instructions](#).

Next

## Methods

([NetAF.Conversations.Instructions](#).

Previous

([NetAF.Conversations.Instructions](#).

## [GetIndexOfNextParagraph, Paragraph\[\]](#)

Repeat

([NetAF.Conversations.Instructions](#).

ToName

Declaration

([NetAF.Conversations.Instructions](#).

## + NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

## [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### [\(NetAF.Interpretation.html\)](#)

Type

Name

Description

## + NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

## [\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

## + NetAF.Rendering

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Assets.Locations.html)**

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

# Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Locations.html\)](#)  
↳ Goto

## + NetAF.Commands

Implements

## [\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## [\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## [\(NetAF.Conversations.Instructions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Conversations.Instructions.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

GoTo

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

public sealed class GoTo : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

Next

([NetAF.Conversations.Instructions.html](#))

Previous

([NetAF.Conversations.Instructions.html](#))

Create a new instance of the GoTo class.

([NetAF.Conversations.Instructions.html](#))

Declaration  
ToName

([NetAF.Conversations.Instructions.html](#))

public GoTo(int index)

## + NetAF.Extensions

## [\(NetAF.Extensions.html\)](#)

Parameters

## + NetAF.Interpretation

Type

## [\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name	Description
index	The index of the next paragraph.

## + NetAF.Logic

## [\(NetAF.Logic.html\)](#)

## + NetAF.Rendering

# Properties

## Index

Get the index.



Declaration

### + NetAF.Assets.Locations

public int Index { get; }

(NetAF.Assets.Locations.html)

### + NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

### + NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

Description

### - NetAF.Conversations.

#### Instructions

## Methods

### NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

### GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

Name

Description

Next

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

current

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

ToName

Description

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

## Implements

### + NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

▼

+ **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
[\(NetAF.Conversations.Instructions.](#)  
First  
[\(NetAF.Conversations.Instructions.](#)  
GoTo  
[\(NetAF.Conversations.Instructions.](#)  
IEndOfParagraphInstruction  
[\(NetAF.Conversations.Instructions.](#)  
Jump  
[\(NetAF.Conversations.Instructions.](#)  
Last  
[\(NetAF.Conversations.Instructions.](#)  
Next  
[\(NetAF.Conversations.Instructions.](#)  
Previous  
[\(NetAF.Conversations.Instructions.](#)  
Repeat  
[\(NetAF.Conversations.Instructions.](#)  
ToName  
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

# Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

([NetAF.Assets.Locations.html](#))

Syntax

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

## Methods

Instructions

([NetAF.Conversations.Instruct](#)

**GetIndexOfNext(Paragraph, Paragraph[])**

ByCallback

Get the index of the next paragraphs.

First

Declaration

([NetAF.Conversations.Instructions.](#)

GoTo

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Parameters

Jump

Type	Name	Description
( <a href="#">NetAF.Conversations.Instructions.</a>		
LastParagraph ( <a href="#">NetAF.Conversations.Paragraph.html</a> )	current	The current paragraph.

Type	Description
Repeat	

int ( <a href="#">NetAF.Conversations.Instructions</a> .api/system.int32)	The index of the next paragraph.
---	----------------------------------

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

# Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Locations.html\)](#)  
↳ Jump

## + NetAF.Commands

Implements

## [\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## [\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## [\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class Jump : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Create

Create a new instance of the Jump class.

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public Jump(int delta)

## + NetAF.Extensions

## [\(NetAF.Extensions.html\)](#)

Parameters

## + NetAF.Interpretation

Type

## [\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name	Description
delta	The delta to shift paragraphs by.

## + NetAF.Logic

## [\(NetAF.Logic.html\)](#)

## + NetAF.Rendering

# Properties

## Delta

Get the delta.



Declaration

### + NetAF.Assets.Locations

public int Delta { get; }

(NetAF.Assets.Locations.html)

### + NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

### + NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

Description

## - NetAF.Conversations.

### Instructions

## Methods

### NetAF.Conversations.Instruct

ByCallback

(NetAF.Conversations.Instructions.

### GetIndexOfNext(Paragraph, Paragraph[])

FIRST

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

Name

Description

Next

current

The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

Previous

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

Description

ToName

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

### + NetAF.Extensions

(NetAF.Extensions.html)

### Implements

### + NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

▼

+ **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
[\(NetAF.Conversations.Instructions.](#)  
First  
[\(NetAF.Conversations.Instructions.](#)  
GoTo  
[\(NetAF.Conversations.Instructions.](#)  
IEndOfParagraphInstruction  
[\(NetAF.Conversations.Instructions.](#)  
Jump  
[\(NetAF.Conversations.Instructions.](#)  
Last  
[\(NetAF.Conversations.Instructions.](#)  
Next  
[\(NetAF.Conversations.Instructions.](#)  
Previous  
[\(NetAF.Conversations.Instructions.](#)  
Repeat  
[\(NetAF.Conversations.Instructions.](#)  
ToName  
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

# Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Locations.html\)](#)  
↳ Last

## + NetAF.Commands

Implements

## [\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## [\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## [\(NetAF.Conversations.Instructions.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Conversations.Instructions.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class Last : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

## Methods

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

ToName

Declaration

(NetAF.Conversations.Instructions.

## + NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

## [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### [\(NetAF.Interpretation.html\)](#)

Type

Name

Description

## + NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

## [\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

## + NetAF.Rendering

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Assets.Locations.html)**

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

# Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ **NetAF.Assets.Locations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ Next

+ **NetAF.Commands**

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class Next : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

Jump

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

([NetAF.Conversations.Instructions](#)

**Methods**

([NetAF.Conversations.Instructions](#)

Previous

([NetAF.Conversations.Instructions](#)

Repeat

([NetAF.Conversations.Instructions](#)

Get the index of the next paragraph.

ToName

Declaration

([NetAF.Conversations.Instructions](#)

+ **NetAF.Extensions**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Type

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ **NetAF.Rendering**

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Assets.Locations.html)**

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

# Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ Previous

## + NetAFCommands

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## + NetAFConversations

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class Previous : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

## Methods

([NetAF.Conversations.Instructions](#)

Previous

([NetAF.Conversations.Instructions](#)

Repeat

([NetAF.Conversations.Instructions](#)

ToName

Declaration

([NetAF.Conversations.Instructions](#)

## + NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Extensions.html](#))

## + NetAF.Interpretation

([NetAF.Interpretation.html](#))

Type

Name

Description

## + NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Logic.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

## + NetAF.Rendering

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Assets.Locations.html)**

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

# Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
[\(NetAF.Assets.Locations.html\)](#)  
↳ Repeat

## + NetAF.Commands

Implements

## [\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## [\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## [\(NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## [\(NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Go To Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

## Methods

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

## [GetIndexOfNextParagraph, Paragraph\[\]](#)

Repeat

(NetAF.Conversations.Instructions.

ToName

Declaration

(NetAF.Conversations.Instructions.

## + NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

## [\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### [\(NetAF.Interpretation.html\)](#)

Type

Name

Description

## + NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

## [\(NetAF.Logic.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

current

The current paragraph.

paragraphs

The collection of paragraphs.

## + NetAF.Rendering

Returns

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## Implements

**IEndOfParagraphInstruction** ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
**(NetAF.Assets.Locations.html)**

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**

ByCallback  
(NetAF.Conversations.Instructions.  
First  
(NetAF.Conversations.Instructions.  
GoTo  
(NetAF.Conversations.Instructions.  
IEndOfParagraphInstruction  
(NetAF.Conversations.Instructions.  
Jump  
(NetAF.Conversations.Instructions.  
Last  
(NetAF.Conversations.Instructions.  
Next  
(NetAF.Conversations.Instructions.  
Previous  
(NetAF.Conversations.Instructions.  
Repeat  
(NetAF.Conversations.Instructions.  
ToName  
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**

# Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

## + NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Locations.html](#))

↳ ToName

## + NetAF.Commands

Implements

([NetAF.Commands.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

## + NetAF.Conversations

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## - NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Instructions](#)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

GoTo

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#)

public sealed class ToName : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instructions](#)

Last

([NetAF.Conversations.Instructions](#)

Next

([NetAF.Conversations.Instructions](#)

Previous

## ToName(string)

([NetAF.Conversations.Instructions](#)

Create a new instance of the ToName class.

([NetAF.Conversations.Instructions](#)

Declaration

ToName

([NetAF.Conversations.Instructions](#)

public ToName(string name)

## + NetAF.Extensions

([NetAF.Extensions.html](#))

Parameters

## + NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + NetAF.Logic

([NetAF.Logic.html](#))

## + NetAF.Rendering

Name	Description
name	The name of the paragraph to jump to.

# Properties

## Name

Get the name of the paragraph to jump to.

Declaration

### + NetAF.Assets.Locations

public string Name { get; }

(NetAF.Assets.Locations.html)

### + NetAF.Commands

Property Value

(NetAF.Commands.html)

Type

### + NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

Description

## - NetAF.Conversations.

### Instructions

## Methods

ByCallback

(NetAF.Conversations.Instructions.

### GetIndexOfNext(Paragraph, Paragraph[])

FIRST

Get the index of the next paragraph.

GoTo

Declaration

NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public IEndOfParagraphInstruction GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

Last

Type

(NetAF.Conversations.Instructions.

Next

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Conversations.Instructions.

Name

Description

The current paragraph.

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Conversations.Instructions.

current

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

Type

ToName

Description

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+

### + NetAF.Extensions

(NetAF.Extensions.html)

### Implements

### + NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

### + NetAF.Logic

(NetAF.Logic.html)

### + NetAF.Rendering

▼

+ **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)

ByCallback  
[\(NetAF.Conversations.Instructions.](#)  
First  
[\(NetAF.Conversations.Instructions.](#)  
GoTo  
[\(NetAF.Conversations.Instructions.](#)  
IEndOfParagraphInstruction  
[\(NetAF.Conversations.Instructions.](#)  
Jump  
[\(NetAF.Conversations.Instructions.](#)  
Last  
[\(NetAF.Conversations.Instructions.](#)  
Next  
[\(NetAF.Conversations.Instructions.](#)  
Previous  
[\(NetAF.Conversations.Instructions.](#)  
Repeat  
[\(NetAF.Conversations.Instructions.](#)  
ToName  
[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

# Namespace NetAF.Extensions

## Classes

 Filter by title

### [DirectionExtensions \(NetAF.Extensions.DirectionExtensions.html\)](#)

+ **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)

### [StringExtensions \(NetAF.Extensions.StringExtensions.html\)](#)

+ **NetAF.Assets.Locations**  
Provides extension methods for strings.  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instruct](#)

- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

  DirectionExtensions

[\(NetAF.Extensions.DirectionExtens](#)

  StringExtensions

[\(NetAF.Extensions.StringExtensi](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuild](#)

+ **NetAF.Rendering.Frame**

**Builders.Color**

# Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

## + NetAF.Assets.Attributes

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ DirectionExtensions

## + NetAF.Assets.Characters

Inherited Members

### (NetAF.Assets.Characters.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + NetAF.Assets.Interaction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Assets.Locations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Commands

(NetAF.Commands.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Conversations

NameSpace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

### (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

## + NetAF.Conversations.

### Instructions

public static class DirectionExtensions

#### (NetAF.Conversations.Instruct

## - NetAF.Extensions

### (NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringExtensions

(NetAF.Extensions.StringExtension

## + NetAF.Interpretation

Get an inverse direction.

### (NetAF.Interpretation.html)

Declaration

## + NetAF.Logic

### (NetAF.Logic.html)

public static Direction Inverse(this Direction value)

## + NetAF.Rendering

Partial Class

### (NetAF.Rendering.html)

## + NetAF.Rendering.Frame

Builders ([NetAF.Assets.Locations.Direction.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Direction.html))

### (NetAF.Rendering.FrameBuild

Returns

## + NetAF.Rendering.Frame

### Builders.Color

Type	Name	Description
Builders	value	The direction.

Returns

## + NetAF.Rendering.Frame

### Builders.Color

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Assets.Attributes  
[\(NetAF.Assets.Attributes.html\)](#)
- + NetAF.Assets.Characters  
[\(NetAF.Assets.Characters.html\)](#)
- + NetAF.Assets.Interaction  
[\(NetAF.Assets.Interaction.html\)](#)
- + NetAF.Assets.Locations  
[\(NetAF.Assets.Locations.html\)](#)
- + NetAF.Commands  
[\(NetAF.Commands.html\)](#)
- + NetAF.Conversations  
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.  
 Instructions  
[\(NetAF.Conversations.Instruct](#)
- NetAF.Extensions  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtens](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtension](#)
- + NetAF.Interpretation  
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic  
[\(NetAF.Logic.html\)](#)
- + NetAF.Rendering  
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame  
 Builders  
[\(NetAF.Rendering.FrameBuild](#)
- + NetAF.Rendering.Frame  
 Builders.Color

# Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

## + NetAF.Assets.Attributes

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ StringExtensions

## + NetAF.Assets.Characters

Inherited Members

### (NetAF.Assets.Characters.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + NetAF.Assets.Interaction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Assets.Locations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

## + NetAF.Conversations

NameSpace: NetAF (NetAF.dll).Extensions (NetAF.Extensions.html)

### (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

## + NetAF.Conversations.

### Instructions

public static class StringExtensions

#### (NetAF.Conversations.Instruct

## - NetAF.Extensions

### (NetAF.Extensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtens

StringExtensions

(NetAF.Extensions.StringExtensi

## CaseInsensitiveContains(string, string)

### + NetAF.Interpretation

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

#### (NetAF.Interpretation.html)

Declaration

### + NetAF.Logic

#### (NetAF.Logic.html)

public static bool CaseInsensitiveContains(this string value, string subString)

## + NetAF.Rendering

PartOf API

### (NetAF.Rendering.html)

Type	Name	Description
+ NetAF.Rendering.Frame		
Builders	value	The value.

### (NetAF.Rendering.FrameBuild

string (<https://learn.microsoft.com/dotnet/api/system.string>)

subString

The string to seek.

### + NetAF.Rendering.Frame

Builders.Color



Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```



Parameters

+ **NetAF.Assets.Attributes**

Type

[\(NetAF.Assets.Attributes.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

*value*

The value.

+ **NetAF.Assets.Characters**

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Assets.Characters.html\)](#)

*identifier*

The identifier.

# **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

Type

Description

+ **NetAF.Assets.Locations**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Assets.Locations.html\)](#)

True if this string equals the identifier, else false.

+ **NetAF.Commands**

[GetObjectifier\(string\)ml](#)

€ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

public static string GetObjectifier(this string word)

[Instructions](#)

[\(NetAF.Conversations.Instruct\)](#)

Parameters

- **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Name

Description

DirectionExtensions (<https://learn.microsoft.com/dotnet/api/system.string>)

*word*

The word.

Returns StringExtensions

(NetAF.Extensions.StringExtension)

Type

+ **NetAF.Interpretation**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Interpretation.html\)](#)

Description

The objectifier.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

Get if a word is plural.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

public static bool IsPlural(this string word)

[\(NetAF.Rendering.FrameBuilder\)](#)

# **NetAF.Rendering.Frame**

Builders.Color

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the word is plural.

### + **NetAF.Assets.Attributes**

[\(NetAF.Assets.Attributes.html\)](#)

#### + **NetAF.Assets.Characters**

[IsVowel\(string\)](#)

[\(NetAF.Assets.Characters.html\)](#)

Get if a character is a vowel.

#### + **NetAF.Assets.Interaction**

Declaration

[\(NetAF.Assets.Interaction.html\)](#)

#### + **NetAF.Assets.Locations**

[public static bool IsVowel\(this string value\)](#)

[\(NetAF.Assets.Locations.html\)](#)

#### + **NetAF.Commands**

Parameters

[\(NetAF.Commands.html\)](#)

#### + **NetAF.Conversations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Conversations.html\)](#)

Returns

### + **NetAF.Conversations.**

#### Type

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

Description

True if the character is a vowel.

#### - **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

### **LineCount(string)**

DirectionExtensions

(NetAF.Extensions.DirectionExtensions)

Determine the number of lines in this string.

StringExtensions

Declaration

#### + **NetAF.Interpretation**

[public static int LineCount\(this string value\)](#)

[\(NetAF.Interpretation.html\)](#)

#### + **NetAF.Logic**

Parameters

[\(NetAF.Logic.html\)](#)

Type

#### + **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Name

Description

value

The value.

### \* **NetAF.Rendering.Frame**

#### Builders

Type

[\(NetAF.Rendering.FrameBuilder](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

#### + **NetAF.Rendering.Frame**

[Builders.Color](#)

## RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

### + NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

### + NetAF.Assets.Characters

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Characters.html)

Name

Description

value The string to ensure isn't finished finish.

### + NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

Description

### + NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.html)

The unfinished string.

### + NetAF.Commands

ToDescription(string)

### + NetAF.Conversations

Returns the string as a Description.

(NetAF.Conversations.html)

Declaration

### + NetAF.Conversations.

Instructs static Description ToDescription(this string value)

(NetAF.Conversations.Instruct

Parameters

### - NetAF.Extensions

Type

(NetAF.Extensions.html)

Name

Description

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.DirectionExtens

value

The value.

Returns

(NetAF.Extensions.StringExtension

Type

### + NetAF.Interpretation

Description (NetAF.Assets.Description.html)

(NetAF.Interpretation.html)

Description

This string as a description.

### + NetAF.Logic

(NetAF.Logic.html)

ToIdentifier(string)

### + NetAF.Rendering

Returns this string as an Identifier.

(NetAF.Rendering.html)

Declaration

### + NetAF.Rendering.Frame

Builders

public static Identifier ToIdentifier(this string value)

(NetAF.Rendering.FrameBuild

### + NetAF.Rendering.Frame

Parameters

Builders.Color

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> )	This string as an identifier.

### + **NetAF.Assets.Attributes**

([NetAF.Assets.Attributes.html](#))

### + **NetAF.Assets.Characters**

**ToSentenceCase(string)**

([NetAF.Assets.Characters.html](#))

Convert a string to sentence case.

### + **NetAF.Assets.Interaction**

Declaration

([NetAF.Assets.Interaction.html](#))

### + **NetAF.Assets.Locations**

public static string ToSentenceCase(this string value)

([NetAF.Assets.Locations.html](#))

### + **NetAF.Commands**

Type	Name	Description
( <a href="#">NetAF.Commands.html</a> )		

### + **NetAF.Conversations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

Returns

### + **NetAF.Conversations.**

#### Type

#### Instructions

([NetAF.Conversations.Instruct](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Description

The word in sentence case.

### - **NetAF.Extensions**

([NetAF.Extensions.html](#))

### ToSpeech(string)

DirectionExtensions

([NetAF.Extensions.DirectionExtensions](#))

Convert a string to speech.

StringExtensions

Declaration

([NetAF.Extensions.StringExtension](#))

### + **NetAF.Interpretation**

public static string ToSpeech(this string value)

([NetAF.Interpretation.html](#))

### + **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

#### Type

### + **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.html](#))

#### Name

#### Description

#### Name

#### Description

### \* **NetAF.Rendering.Frame**

#### Builders

#### Type

([NetAF.Rendering.FrameBuilder](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

#### Description

The value in sentence case.

### + **NetAF.Rendering.Frame**

Builders.Color

▼

- + **NetAF.Assets.Attributes**  
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
Instructions  
[\(NetAF.Conversations.Instruct](#)
- **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - DirectionExtensions  
[\(NetAF.Extensions.DirectionExtens](#)
  - StringExtensions  
[\(NetAF.Extensions.StringExtension](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
Builders  
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**  
Builders.Color

# Namespace NetAF.Interpretation

## Classes

Filter by title

### **CommandHelp** (NetAF.Interpretation.CommandHelp.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm)

Provides help for a command.

### **CustomCommandInterpreter**

(NetAF.Assets.Interaction.html)

### **(NetAF.Interpretation.CustomCommandInterpreter.html)**

#### + NetAF.Assets.Locations

Provides an object that can be used for interpreting custom commands.

(NetAF.Assets.Locations.html)

### **NetAF.Commands**

### **InterpretationResult** (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.html)

Represents the result of an interpretation.

#### + NetAF.Conversations

### **Interfaces**

#### + NetAF.Conversations.

### **IInterpreter** (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct

Represents any object that can act as an interpreter for input.

#### + NetAF.Extensions

(NetAF.Extensions.html)

#### - NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

#### + NetAF.Logic

(NetAF.Logic.html)

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

# Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ **NetAF.Assets.Characters**

object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))>

+ **NetAF.Assets.Locations**

Inherited Members

([NetAF.Assets.Locations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Commands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

equals(system-object-system-object)

+ **NetAF.Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Instructions**

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

CommandHelp

**Constructors**

([NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#)

**CommandHelp(string, string)**

Interpreter

([NetAF.Interpretation.IInterpreter.ht](#)

Initializes a new instance of the CommandHelp class.

InterpretationResult

Declaration

([NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

public CommandHelp(string command, string description)

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Parameters

([NetAF.Rendering.html](#))

Type

+ **NetAF.Rendering.Frame**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

**Builders**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
command	The command.
description	The help.

# Properties

## Command

Get the command.



Declaration

+ **NetAF.Assets.Characters**  
public string Command { get; }  
([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

Property Value  
([NetAF.Assets.Interaction.html](#))  
Type

Description

+ **NetAF.Assets.Locations**  
string (<https://learn.microsoft.com/dotnet/api/system.string>)  
([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

~~[NetAF.Commands.html](#)~~

+ **NetAF.Conversations**

Command  
([NetAF.Conversations.html](#))  
Declaration

+ **NetAF.Conversations.**

Instructions string Description { get; }

([NetAF.Conversations.Instruct](#))

Property Value

+ **NetAF.Extensions**

Type  
([NetAF.Extensions.html](#))

Description

- **NetAF.Interpretation**  
string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#))

IInterpreter

**Equals(CommandHelp)**  
([NetAF.Interpretation.IInterpreter.ht](#))

InterpretationResult

Indicates whether the current object is equal to another object of the same type.

([NetAF.Interpretation.Interpretation](#))

Declaration

+ **NetAF.Logic**

([NetAF.Logic.html](#))

public bool Equals(CommandHelp other)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Name

Description

**Builders**

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

other

An object to compare with this object.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

**Implements**

+ **NetAF.Assets.Interaction**

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

**Instructions**

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

IIInterpreter

[\(NetAF.Interpretation.IIInterpreter.ht](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilder](#)

# Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **NetAF.Assets.Characters**

([Object](#)) ([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

Inherited Members

+ **NetAF.Assets.Locations**

object.Equals(object) ([Object.html](#)) ([Object.Equals#system-object-equals\(system-object\)](#))

+ **NetAF.Commands**

object.Equals(object, object) ([Object.html](#)) ([Object.Equals#system-object-equals\(system-object-object\)](#))

+ **NetAF.Conversations**

object.GetHashCode() ([Object.html](#)) ([Object.GetHashCode](#))

object.GetType() ([Object.html](#)) ([Object.GetType](#))

object.MemberwiseClone() ([Object.html](#)) ([Object.MemberwiseClone](#))

object.ReferenceEquals(object, object) ([Object.html](#)) ([Object.ReferenceEquals](#))

object.ToString() ([Object.html](#)) ([Object.ToString](#))

**Instructions**

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax ([NetAF.Extensions.html](#))

- **NetAF.Interpretation** : IInterpreter

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

**Properties**

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

Get an array of all supported commands.

([NetAF.Interpretation.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

([NetAF.Logic.html](#))

public CommandHelp[] SupportedCommands { get; }

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Property Value

+ **NetAF.Rendering.Frame**

Type Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))[]

([NetAF.Rendering.FrameBuilder.html](#))

Description

# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

### + NetAF.Assets.Characters

```
public CommandHelp[] GetContextualCommandHelp(Game game)  
(NetAF.Assets.Characters.html)
```

### + NetAF.Assets.Interaction

Parameters

Type	Name	Description
(NetAF.Assets.Interaction.html)		

### + NetAF.Assets.Locations

Game (NetAF.Logic.Game.html)  
(NetAF.Assets.Locations.html)

Return

### + NetAF.Commands

Type (NetAF.Commands.html)

### + NetAF.Conversations

Interpret(string, Game)  
Instructions

Interpret a string  
Declaration

### + NetAF.Extensions

(NetAF.Extensions.html)

```
public InterpretationResult Interpret(string input, Game game)  
- NetAF.Interpretation
```

(NetAF.Interpretation.html)

Parameters

Type	Name	Description
CommandHelp		

Type NetAF.Interpretation.CommandHe

CustomCommandInterpreter  
string (https://learn.microsoft.com/dotnet/api/system.string)  
(NetAF.Interpretation.CustomComr

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.IInterpreter.ht

Returning

InterpretationResult  
Type (NetAF.Interpretation.Interpretation

### + NetAF.Logic

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)  
(NetAF.Logic.html)

### + NetAF.Rendering

Implementation  
Type (NetAF.Rendering.html)

### # NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

▼

- + **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
  - CommandHelp  
[\(NetAF.Interpretation.CommandHe](#)
  - CustomCommandInterpreter  
[\(NetAF.Interpretation.CustomComr](#)
  - IInterpreter  
[\(NetAF.Interpretation.IInterpreter.ht](#)
  - InterpretationResult  
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
**Builders**  
[\(NetAF.Rendering.FrameBuild](#)

# Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

## + NetAF.Assets.Characters

Syntax  
(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

public interface IInterpreter  
(NetAF.Assets.Interaction.html)

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

## Properties

NetAF.Commands

(NetAF.Commands.html)

SupportedCommands

NetAF.Conversations

(NetAF.Conversations.html)

Get an array of all supported commands.

### + NetAF.Conversations.

Declaration

#### Instructions

(NetAF.Conversations.Instructions.html)

### + NetAF.Extensions

Properties

(NetAF.Extensions.html)

#### - Type

NetAF.Interpretation

(NetAF.Interpretation.html)

#### Description

CommandHelp

(NetAF.Interpretation.CommandHelp.html)

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

## Methods

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

### GetContextualCommandHelp(Game)

(NetAF.Interpretation.Interpretation

Get contextual command help for a game, based on its current state.

### + NetAF.Logic

Declaration

(NetAF.Logic.html)

### + NetAF.Rendering

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

## Partial NetAF.Rendering.Frame

#### Builders

#### Type

(NetAF.Rendering.FrameBuilder

Game (NetAF.Logic.Game.html)

#### Name

#### Description

game

The game.



# Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

## + NetAF.Assets.Characters

object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Characters.html](#))

Inherited Members

## + NetAF.Assets.Interaction

object ([NetAF.Assets.Interaction.html](#)) object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

## + NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

## + NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Commands.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.html](#))

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

## + NetAF.Conversations.

Assembly: NetAF.dll

Instructions

Syntax

([NetAF.Conversations.Instruct](#))

## + NetAF.Extensions InterpretationResult

([NetAF.Extensions.html](#))

## - NetAF.Interpretation

Constructors

([NetAF.Interpretation.html](#))

CommandHelp

([NetAF.Interpretation.CommandHelp](#))

CustomCommandInterpreter

Initializes a new instance of the InterpretationResult class.

IInterpreter

Declaration

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

([NetAF.Interpretation.Interpretation](#))

## + NetAF.Logic

Parameters

([NetAF.Logic.html](#))

Type

## + NetAF.Rendering

bool

([NetAF.Rendering.html](#))

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

## + NetAF.Rendering.Frame

Builders

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Rendering.FrameBuilder](#))

# Properties

## Command

Get the command.

Declaration

### + NetAF.Assets.Characters

```
public ICommand Command { get; }
```

(NetAF.Assets.Characters.html)

### + NetAF.Assets.Interaction

Property Value  
(NetAF.Assets.Interaction.html)  
Type

### + NetAF.Assets.Locations

```
ICommand (NetAF.Commands.ICommand.html)
```

(NetAF.Assets.Locations.html)

### + NetAF.Commands

F1NetAF.Commands.html

### + NetAF.Conversations

Property Value  
(NetAF.Conversations.html)  
Declaration

### + NetAF.Conversations.

```
public static InterpretationResult Fail { get; }
```

(NetAF.Conversations.Instruct

Property Value

### + NetAF.Extensions

Type  
(NetAF.Extensions.html)

### - NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

### WasInterpretedSuccessfully

Property Value  
(NetAF.Interpretation.WasInterpretedSuccessfully.html)

CustomCommandInterpreter

Get if interpretation was successful

(NetAF.Interpretation.CustomComr

Interpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

(NetAF.Interpretation.Interpretation

### + NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

### + NetAF.Rendering

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

▼

- + **NetAF.Assets.Characters**  
([NetAF.Assets.Characters.html](#))
- + **NetAF.Assets.Interaction**  
([NetAF.Assets.Interaction.html](#))
- + **NetAF.Assets.Locations**  
([NetAF.Assets.Locations.html](#))
- + **NetAF.Commands**  
([NetAF.Commands.html](#))
- + **NetAF.Conversations**  
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**  
**Instructions**  
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**  
([NetAF.Extensions.html](#))
- **NetAF.Interpretation**  
([NetAF.Interpretation.html](#))
  - CommandHelp  
([NetAF.Interpretation.CommandHe](#))
  - CustomCommandInterpreter  
([NetAF.Interpretation.CustomComr](#))
  - IInterpreter  
([NetAF.Interpretation.IInterpreter.ht](#))
  - InterpretationResult  
([NetAF.Interpretation.Interpretation](#))
- + **NetAF.Logic**  
([NetAF.Logic.html](#))
- + **NetAF.Rendering**  
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**  
**Builders**  
([NetAF.Rendering.FrameBuild](#))

# Namespace NetAF.Logic

## Classes

Filter by title

### **EndCheckResult** (NetAF.Logic.EndCheckResult.html)

(NetAF.Assets.Interaction.html)

Represents the result of an end check.

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

### **Game** (NetAF.Logic.Game.html)

### + NetAF.Commands

Represents the structure of the game

(NetAF.Commands.html)

## Enums

(NetAF.Conversations.html)

### **ExitMode** (NetAF.Logic.ExitMode.html)

#### Instructions

Enumeration of exit modes.

(NetAF.Conversations.Instruct

### + NetAF.Extensions

### **GameState** (NetAF.Logic.GameState.html)

(NetAF.Extensions.html)

Enumeration of game states.

### + NetAF.Interpretation

### **Delegates**

#### - NetAF.Logic

(NetAF.Logic.html)

### **EndCheck** (NetAF.Logic.EndCheck.html)

#### EndCheck

Represents the callback used for end checks.

(NetAF.Logic.EndCheck.html)

#### EndCheckResult

### **GameCreationCallback** (NetAF.Logic.GameCreationCallback.html)

#### GameCreationCallback

Represents the callback used for Game creation.

(NetAF.Logic.ExitMode.html)

#### Game

(NetAF.Logic.Game.html)

### **OverworldCreationCallback** (NetAF.Logic.OverworldCreationCallback.html)

#### OverworldCreationCallback

Represents a callback for Overworld creation.

#### GameState

(NetAF.Logic.GameState.html)

### **PlayerCreationCallback** (NetAF.Logic.PlayerCreationCallback.html)

#### PlayerCreationCallback

Represents a callback for Player creation.

#### PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

### + NetAF.Rendering

(NetAF.Rendering.html)

### + NetAF.Rendering.Frame

▼

+ **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**  
[\(NetAF.Logic.html\)](#)

    EndCheck  
[\(NetAF.Logic.EndCheck.html\)](#)  
    EndCheckResult  
[\(NetAF.Logic.EndCheckResult.htm](#)  
    ExitMode  
[\(NetAF.Logic.ExitMode.html\)](#)  
    Game  
[\(NetAF.Logic.Game.html\)](#)  
    GameCreationCallback  
[\(NetAF.Logic.GameCreationCallba](#)  
    GameState  
[\(NetAF.Logic.GameState.html\)](#)  
    OverworldCreationCallback  
[\(NetAF.Logic.OverworldCreationCa](#)  
    PlayerCreationCallback  
[\(NetAF.Logic.PlayerCreationCallba](#)

+ **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

# Delegate EndCheck

Represents the callback used for end checks.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Assets.Locations.html)**

Assembly: NetAF.dll

## **Syntax**

**(NetAF.Commands.html)**

public delegate EndCheckResult EndCheck(Game game)

## **+ NetAF.Conversations**

**(NetAF.Conversations.html)**

Parameters

## **+ NetAF.Conversations.**

Type

**Instructions**

**(NetAF.Conversations.Instruct)**

**Name**

**Description**

**game**

The game to check for end.

## **+ NetAF.Extensions**

Returns

**(NetAF.Extensions.html)**

Type

**Description**

## **+ NetAF.Interpretation**

EndCheckResult (NetAF.Logic.EndCheckResult.html)

**(NetAF.Interpretation.html)**

Returns a result from the check.

## **- NetAF.Logic**

**(NetAF.Logic.html)**

EndCheck

**(NetAF.Logic.EndCheck.html)**

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**(NetAF.Logic.ExitMode.html)**

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

**(NetAF.Logic.GameCreationCallba**

GameState

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCa**

PlayerCreationCallback

**(NetAF.Logic.PlayerCreationCallba**

## **+ NetAF.Rendering**

**(NetAF.Rendering.html)**

## **+ NetAF.Rendering.Frame**



# Properties

## Description

Get a description of the end.

Declaration

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

```
public string Description { get; }
```

## + NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

## + NetAF.Commands

([NetAF.Commands.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + NetAF.Conversations

([NetAF.Conversations.html](#))

## HasEnded

+ [NetAF.Conversations.](#)

Get if game has come to an end.

([NetAF.Conversations.Instruct](#))

Declaration

## + NetAF.Extensions

([NetAF.Extensions.html](#))

```
get; }
```

## + NetAF.Interpretation

Property Value

([NetAF.Interpretation.html](#))

## Type

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

Description

## NotEnded

+ [NetAF.Logic](#)

EndCheck

([NetAF.Logic.EndCheck.html](#))

Description

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Get a default result for not ended.

EXMODE

([NetAF.Logic.ExitMode.html](#))

Declaration

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

```
public static EndCheckResult NotEnded { get; }
```

([NetAF.Logic.GameCreationCallba](#)

GameState

Property Value

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

([NetAF.Logic.EndCheckResult.html](#))

([NetAF.Logic.PlayerCreationCallba](#)

Description

## + NetAF.Rendering

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

Get a frame description.

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
<a href="#">string (https://learn.microsoft.com/dotnet/api/system.string)</a> <a href="#">(NetAF.Assets.Interaction.html)</a>	

- + **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**  
[\(NetAF.Logic.html\)](#)
  - EndCheck  
[\(NetAF.Logic.EndCheck.html\)](#)
  - EndCheckResult  
[\(NetAF.Logic.EndCheckResult.htm](#)
  - ExitMode  
[\(NetAF.Logic.ExitMode.html\)](#)
  - Game  
[\(NetAF.Logic.Game.html\)](#)
  - GameCreationCallback  
[\(NetAF.Logic.GameCreationCallba](#)
  - GameState  
[\(NetAF.Logic.GameState.html\)](#)
  - OverworldCreationCallback  
[\(NetAF.Logic.OverworldCreationCa](#)
  - PlayerCreationCallback  
[\(NetAF.Logic.PlayerCreationCallba](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**

# Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Assets.Locations.html)**

Assembly: NetAF.dll

## Syntax

**(NetAF.Commands.html)**

public enum ExitMode

## + NetAF.Conversations

**(NetAF.Conversations.html)**

## + NetAF.Conversations.

### Instructions

#### Fields

**(NetAF.Conversations.Instruct**

Name	Description
<b>+ NetAF.Extensions</b>  <b>(NetAF.Extensions.html)</b>	
<b>+ NetAF.Interpretation</b>  <b>(NetAF.Interpretation.html)</b>	

## - NetAF.Logic

**(NetAF.Logic.html)**

EndCheck

**(NetAF.Logic.EndCheck.html)**

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**(NetAF.Logic.ExitMode.html)**

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

**(NetAF.Logic.GameCreationCallba**

GameState

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCa**

PlayerCreationCallback

**(NetAF.Logic.PlayerCreationCallba**

## + NetAF.Rendering

**(NetAF.Rendering.html)**

## + NetAF.Rendering.Frame

# Class Game

Represents the structure of the game

Filter by title

Inheritance

[NetAF.Assets.Interaction](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Game

+ **NetAF.Assets.Locations**

Inherited Members  
[\(NetAF.Assets.Locations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Commands**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ [NetAF.Conversations.Instructions](#)  
[\(NetAF.Conversations.Instructions.html\)](#)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax  
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public sealed class Game  
[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

**Fields**

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

DefaultErrorPrefix

Get the default error prefix.

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game](#) ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

ErrorPrefix

public string ErrorPrefix = "Oops"

GameState

[\(NetAF.Logic.GameState.html\)](#)

FieldValue

[OverWorldCreationCallback](#)

Type  
[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

Description

PlayerCreationCallback

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

# Properties

## ActiveConverser

Get the active converser.

Declaration

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

```
public IConverser ActiveConverser { get; }
```

## + NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

## + NetAF.Commands

([NetAF.Commands.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

Description

## + NetAF.Conversations

([NetAF.Conversations.html](#))

## Author

+ [NetAF.Conversations.](#)

### Instructions

Get the name of the author.

([NetAF.Conversations.Instruct](#))

Declaration

## + NetAF.Extensions

([NetAF.Extensions.html](#)) get; set; }

## + NetAF.Interpretation

Property Value

([NetAF.Interpretation.html](#))

### Type

- [NetAF.Logic](#)

([NetAF.Logic.html](#)) ([https://docs.microsoft.com/dotnet/api/system.string](#))

Description

### EndCheck

([NetAF.Logic.EndCheck.html](#))

## DefaultInterpreter

([NetAF.Logic.EndCheckResult.html](#))

Get the default interpreter.

ExitMode

([NetAF.Logic.ExitMode.html](#))

Declaration

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

```
public static IInterpreter DefaultInterpreter { get; }
```

([NetAF.Logic.GameCreationCallba](#)

GameState

Property Value

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

Description

## + NetAF.Rendering

([NetAF.Rendering.html](#))

## + NetAF.Rendering.Frame

Get the default frame.

## Declaration

```
public static Size DefaultSize { get; }
```

### Property Value

Type	Description
Size (NetAF.Assets.Size.html) <a href="#">(NetAF.Assets.Interaction.html)</a>	

### + NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

### Description

#### + NetAF.Commands

Get the description.

[\(NetAF.Commands.html\)](#)

Declaration

#### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#) { get; }

#### + NetAF.Conversations.

### Properties

#### Type

[\(NetAF.Conversations.Instruct.html\)](#)

#### Description

#### + NetAF.Extensions

String (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

#### + NetAF.Interpretation

### DisplayCommandListInSceneFrames

[\(NetAF.Interpretation.html\)](#)

Get NetAF if the command list is displayed in scene frames.

[\(NetAF.Logic.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#) EndListInSceneFrames { get; set; }

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

Property Value

ExitMode

#### Type

[\(NetAF.Logic.ExitMode.html\)](#)

#### Description

Game ([NetAF.Logic.Game.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Logic.GameCreationCallback.html\)](#)

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

Get the size of the display area.

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayerCreationCallback

Declaration

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

#### + NetAF.Rendering

[\(NetAF.Rendering.DisplaySize.html\)](#) DisplaySize { get; }

[\(NetAF.Rendering.html\)](#)

### Properties

#### # NetAF.Rendering.Frame

Type	Description
Size (NetAF.Assets.Size.html)	

## ErrorPrefix

Get or set the error prefix.

(NetAF.Assets.Interaction.html)

Declaration

### + NetAF.Assets.Locations

(NetAF.Assets.Locations.html) get; set; }

### + NetAF.Commands

Property Value

(NetAF.Commands.html)

### + Type

#### + NetAF.Conversations

System.Collections.Generic.ICollection<NetAF.Conversations.Conversation> (dotnet/api/system.string)

### Description

### + NetAF.Conversations.

#### Instructions

#### FrameBuilders

(NetAF.Conversations.Instruct)

Get or set the collection of frame builders used to render this game.

### + NetAF.Extensions

Declaration

(NetAF.Extensions.html)

### + NetAF.Interpretation

public FrameBuilderCollection FrameBuilders { get; set; }

(NetAF.Interpretation.html)

### - NetAF.Logic

Property Value

(NetAF.Logic.html)

### Type

EndCheck

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

### Description

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

Declaration

(NetAF.Logic.GameCreationCallba

GameState

(NetAF.Logic.GameState.html) { get; }

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Property Value

PlayerCreationCallback

Type NetAF.Logic.PlayerCreationCallba

### Description

### + NetAF.Rendering

(NetAF.Rendering.html) { get; }

### + NetAF.Rendering.Frame

## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

+ [NetAF.Assets.Interaction](#)

Property Value

([NetAF.Assets.Interaction.html](#))

+ **Type**

**NetAF.Assets.Locations**

b ([NetAF.Assets.Locations.html](#)) (https://learn.microsoft.com/dotnet/api/system.boolean)

**Description**

+ **NetAF.Commands**

([NetAF.Commands.html](#))

**Name**

+ **NetAF.Conversations**

Get the [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

**Instructions**

public string Name { get; }

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

Property Value

([NetAF.Extensions.html](#))

**Type**

+ **NetAF.Interpretation**

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

([NetAF.Interpretation.html](#))

**Description**

- **NetAF.Logic**

([NetAF.Logic.html](#))

**Overworld**

EndCheck

Get the [overworld](#)

([NetAF.Logic:EndCheck.html](#))

EndCheckResult

Declaration

([NetAF.Logic.EndCheckResult.htm](#))

ExitMode

public Overworld Overworld { get; }

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Property Value

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#)

**Type**

GameState

Overworld ([NetAF.Logic.GameState.html](#))s.Overworld.html)

**Description**

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#)

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

Get the [player](#)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Declaration

+ **NetAF.Rendering.Frame**

```
public PlayableCharacter Player { get; }
```

## Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) <a href="#">(NetAF.Assets.Interaction.html)</a>	

**(NetAF.Assets.Interaction.html)**

## + NetAF.Assets.Locations

**SceneMapKeyType**

[\(NetAF.Assets.Locations.html\)](#)

Get or set the type of key to use on the scene map.

## + NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

## + NetAF.Conversations

```
public KeyType SceneMapKeyType { get; set; }
```

[\(NetAF.Conversations.html\)](#)

## Properties

### Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

KeyType (NetAF.Rendering.KeyType.html)

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

### Methods

[\(NetAF.Interpretation.html\)](#)

## - NetAF.Logic

### ChangePlayer(PlayableCharacter)

[\(NetAF.Logic.html\)](#)

Changes specified player.

[\(NetAF.Logic.EndCheck.html\)](#)

Declaration

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

```
public void ChangePlayer(PlayableCharacter player)
```

[\(NetAF.Logic.ExitMode.html\)](#)

[Game \(NetAF.Logic.Game.html\)](#)

Parameters

[GameCreationCallback](#)

Type [\(NetAF.Logic.GameCreationCallback.html\)](#)

Name

Description

[GameState](#)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

player

The player to change to.

[\(NetAF.Logic.GameState.html\)](#)

[OverworldCreationCallback](#)

[\(NetAF.Logic.OverworldCreationCa](#)

## Create(string name, string, OverworldCreationCallback, PlayerCreationCallback,

### EndCheck, EndCheck)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

## + NetAF.Rendering

Create a new rendering for generating instances of a game.

[\(NetAF.Rendering.html\)](#)

## + NetAF.Rendering.Frame

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

#### Parameters

Type	Name	Description
<a href="#">(NetAF.Assets.Interaction.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	The name of the game.
<a href="#">+ NetAF.Assets.Locations</a>		
<a href="#">(NetAF.Assets.Locations.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>introduction</i>	An introduction to the game.
<a href="#">+ NetAF.Commands</a>		
<a href="#">(NetAF.Commands.html)</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description of the game.
<a href="#">+ NetAF.Conversations</a>		
OverworldCreationCallback <a href="#">(NetAF.Conversations.html)</a> ( <a href="#">NetAF.Logic.OverworldCreationCallback.html</a> )	<i>overworldGenerator</i>	A function to generate the overworld with.
<a href="#">+ NetAF.Conversations.Instructions</a>		
PlayerCreationCallback ( <a href="#">NetAF.Logic.PlayerCreationCallback.html</a> )	<i>playerGenerator</i>	The function to generate the player with.
<a href="#">(NetAF.Conversations.Instruct</a> EndCheck ( <a href="#">NetAF.Logic.EndCheck.html</a> )	<i>completionCondition</i>	The callback used to check game completion.
<a href="#">+ NetAF.Extensions</a>		
<a href="#">(NetAF.Extensions.html)</a> EndCheck ( <a href="#">NetAF.Logic.EndCheck.html</a> )	<i>gameOverCondition</i>	The callback used to check game over.
<a href="#">+ NetAF.Interpretation</a>		
<a href="#">(NetAF.Interpretation.html)</a>		

#### Returns

Type	Description
<a href="#">(NetAF.Logic.html)</a> GameCreationCallback <a href="#">EndCheck</a> ( <a href="#">NetAF.Logic.GameCreationCallback.html</a> ) ( <a href="#">NetAF.Logic.EndCheck.html</a> )	A new GameCreationHelper that will create a GameCreator with the parameters specified.

EndCheckResult  
([NetAF.Logic.EndCheckResult.html](#))

**Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, IInterpreter)**  
([NetAF.Logic.ExitMode.html](#))  
([Game.html](#))

GameCreationCallback

Create a new callback for generating instances of a game.

GameState

Declaration  
([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter)
```

[+ NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

#### Parameters

[+ NetAF.Rendering.Frame](#)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	The name of the game.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Assets.Interaction.html)</b>	<i>introduction</i>	An introduction to the game.
string + <b>NetAF.Assets.Locations</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Assets.Locations.html)</b>	<i>description</i>	A description of the game.
+ <b>NetAF.Commands</b> PlayerCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Commands.html)</b>	<i>overworldGenerator</i>	A function to generate the overworld with.
+ <b>NetAF.Conversations</b> PlayerCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(NetAF.Conversations.html)</b>	<i>playerGenerator</i>	The function to generate the player with.
EndCheck ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheck.html">NetAF.Logic.EndCheck.html</a> ) + <b>NetAF.Conversations</b> . <b>Instructions</b> EndCheck ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheck.html">NetAF.Logic.EndCheck.html</a> ) <b>(NetAF.Conversations.Instruct</b>	<i>completionCondition</i>	The callback used to check game completion.
+ <b>NetAF.Extensions</b> Size ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Assets.Size.html">NetAF.Assets.Size.html</a> ) <b>(NetAF.Extensions.html)</b>	<i>gameOverCondition</i>	The callback used to check game over.
+ <b>NetAF.Interpretation</b> FrameBuilderCollection ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html">NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html</a> ) <b>(NetAF.Interpretation.html)</b>	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
- ExitMode ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.ExitMode.html">NetAF.Logic.ExitMode.html</a> ) <b>(NetAF.Logic.html)</b>	<i>exitMode</i>	The exit mode.
string EndCheck ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheck.html">NetAF.Logic.EndCheck.html</a> ) EndCheckResult IInterpreter ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.EndCheckResult.html">NetAF.Logic.EndCheckResult.html</a> ) Return ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.ExitMode.html">NetAF.Logic.ExitMode.html</a> )	<i>errorPrefix</i>	A prefix to use when displaying errors.
Game ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.Game.html">NetAF.Logic.Game.html</a> ) GameCreationCallback GameCreationHelperCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameCreationCallback.html">NetAF.Logic.GameCreationCallback.html</a> ) GameState ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameState.html">NetAF.Logic.GameState.html</a> ) OverworldCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.OverworldCreationCallback.html">NetAF.Logic.OverworldCreationCallback.html</a> ) PlayerCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.PlayerCreationCallback.html">NetAF.Logic.PlayerCreationCallback.html</a> ) DisplayAbout() + <b>NetAF.Rendering</b> Declaration ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html">NetAF.Rendering.html</a> )	<i>interpreter</i>	The interpreter.

Type	Description
Game ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.Game.html">NetAF.Logic.Game.html</a> ) GameCreationCallback GameCreationHelperCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameCreationCallback.html">NetAF.Logic.GameCreationCallback.html</a> ) GameState ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.GameState.html">NetAF.Logic.GameState.html</a> ) OverworldCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.OverworldCreationCallback.html">NetAF.Logic.OverworldCreationCallback.html</a> ) PlayerCreationCallback ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Logic.PlayerCreationCallback.html">NetAF.Logic.PlayerCreationCallback.html</a> ) DisplayAbout() + <b>NetAF.Rendering</b> Declaration ( <a href="https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html">NetAF.Rendering.html</a> )	A new GameCreationHelper that will create a GameCreator with the parameters specified.

```
public void DisplayAbout()
```

## DisplayHelp()

Display the help frame.

([NetAF.Assets.Interaction.html](#))

Declaration

### + NetAF.Assets.Locations

[public void DisplayHelp\(\)](#)  
([NetAF.Assets.Locations.html](#))

### + NetAF.Commands

([NetAF.Commands.html](#))

#### DisplayMap()

### + NetAF.Conversations

Display the map frame.

([NetAF.Conversations.html](#))

Declaration

### + NetAF.Conversations.

#### Instructions

[public void DisplayMap\(\)](#)  
([NetAF.Conversations.Instruct.html](#))

### + NetAF.Extensions

([NetAF.Extensions.html](#))

#### DisplayTransition(string, string)

### + NetAF.Interpretation

Display a transition frame.

([NetAF.Interpretation.html](#))

Declaration

### - NetAF.Logic

([NetAF.Logic.html](#))

[public void DisplayTransition\(string title, string message\)](#)

EndCheck

([NetAF.Logic.EndCheck.html](#))

Parameters

EndCheckResult

Type ([NetAF.Logic.EndCheckResult.html](#))

Name

Description

ExitMode

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title.

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message.

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameState

## Execute(GameCreationCallback)

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Execute a game.

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

+ NetAF.Rendering Execute(GameCreationCallback creator)

([NetAF.Rendering.html](#))

Parameters

## + NetAF.Rendering.Frame

Type	Name	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	creator	The creator to use to create the game.

## FindInteractionTarget(string)

(NetAF.Assets.Interaction.html) Find the first IInteractWithItem object in the current scope for this Game.

### NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public IIInteractWithItem FindInteractionTarget(string name)
```

#### + NetAF.Commands

(NetAF.Commands.html)

Parameters

#### + NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

The targets name.

#### + NetAF.Conversations.

### Instructions

Returns

(NetAF.Conversations.Instruct

Type

Description

#### + NetAF.Extensions

IInteractWithItem

(NetAF.Extensions.html)

(NetAF.Assets.Interaction.IInteractWithItem.ht

The first IInteractWithItem object which has a name that matches the name parameter.

#### + NetAF.Interpretation

(NetAF.Interpretation.html)

### NetAF.Logic

## GetAllPlayerVisibleExaminables()

(NetAF.Logic.html)

Get all examinables that are currently visible to the player.

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

ExitMode

(NetAF.Logic.ExitMode.html)

Returns

Game (NetAF.Logic.Game.html)

Type	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	An array of all examinables that are currently visible to the player.

#### IExaminable

(NetAF.Assets.IExaminable.html)

#### []

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

#### + NetAF.Rendering

(NetAF.Rendering.html)

#### + NetAF.Rendering.Frame

# Delegate GameCreationCallback

Represents the callback used for Game creation.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Assets.Locations.html)**

Assembly: NetAF.dll

## **Syntax**

**(NetAF.Commands.html)**

public delegate Game GameCreationCallback()

## **+ NetAF.Conversations**

**(NetAF.Conversations.html)**

Returns

## **+ NetAF.Conversations.**

Type

**Instructions**

**(NetAF.Conversations.Instruct)**

**Description**

A game created by the callback.

## **+ NetAF.Extensions**

**(NetAF.Extensions.html)**

## **+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

## **- NetAF.Logic**

**(NetAF.Logic.html)**

EndCheck

**(NetAF.Logic.EndCheck.html)**

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**(NetAF.Logic.ExitMode.html)**

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

**(NetAF.Logic.GameCreationCallback)**

GameState

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCallback)**

PlayerCreationCallback

**(NetAF.Logic.PlayerCreationCallback)**

## **+ NetAF.Rendering**

**(NetAF.Rendering.html)**

## **+ NetAF.Rendering.Frame**

# Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))  
public enum GameState

+ **NetAF.Commands**

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

**Fields**  
([NetAF.Conversations.html](#))

+ <b>NetAF.Conversations.</b>		Description
<b>Instructions</b>		
Active		Active.
( <a href="#">NetAF.Conversations.Instruct</a> )		
Finished		Finished.
+ <b>NetAF.Extensions</b>		
NotStarted		Not started.
( <a href="#">NetAF.Extensions.html</a> )		

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

([NetAF.Logic.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

# Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Assets.Locations.html)**

Assembly: NetAF.dll

**Syntax**

**(NetAF.Commands.html)**

public delegate Overworld OverworldCreationCallback()

**+ NetAF.Conversations**

**(NetAF.Conversations.html)**

Returns

**+ NetAF.Conversations.**

Type

**Instructions**

**(NetAF.Conversations.html)**

**Description**

A generated Overworld.

**+ NetAF.Extensions**

**(NetAF.Extensions.html)**

**+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

**- NetAF.Logic**

**(NetAF.Logic.html)**

EndCheck

**(NetAF.Logic.EndCheck.html)**

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**(NetAF.Logic.ExitMode.html)**

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

**(NetAF.Logic.GameCreationCallback.html)**

GameState

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCallback.html)**

PlayerCreationCallback

**(NetAF.Logic.PlayerCreationCallback.html)**

**+ NetAF.Rendering**

**(NetAF.Rendering.html)**

**+ NetAF.Rendering.Frame**

# Delegate PlayerCreationCallback

Represents a callback for Player creation.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)  
**(NetAF.Assets.Locations.html)**

Assembly: NetAF.dll

## **Syntax**

**(NetAF.Commands.html)**

public delegate PlayableCharacter PlayerCreationCallback()

## **+ NetAF.Conversations**

**(NetAF.Conversations.html)**

Returns

## **+ NetAF.Conversations.**

Type

**Instructions**

P(**NetAF.Conversations.Instruction**)

Characters.PlayableCharacter.html)

**Description**

A generated Player.

## **+ NetAF.Extensions**

**(NetAF.Extensions.html)**

## **+ NetAF.Interpretation**

**(NetAF.Interpretation.html)**

## **- NetAF.Logic**

**(NetAF.Logic.html)**

EndCheck

**(NetAF.Logic.EndCheck.html)**

EndCheckResult

**(NetAF.Logic.EndCheckResult.html)**

ExitMode

**(NetAF.Logic.ExitMode.html)**

Game (**NetAF.Logic.Game.html**)

GameCreationCallback

**(NetAF.Logic.GameCreationCallback)**

GameState

**(NetAF.Logic.GameState.html)**

OverworldCreationCallback

**(NetAF.Logic.OverworldCreationCallback)**

PlayerCreationCallback

**(NetAF.Logic.PlayerCreationCallback)**

## **+ NetAF.Rendering**

**(NetAF.Rendering.html)**

## **+ NetAF.Rendering.Frame**

# Namespace NetAF.Rendering

## Enums

Filter by title

### **KeyType** (NetAF.Rendering.KeyType.html)

Enumeration of key types.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

### **RegionMapMode** (NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Assets.Locations**

Enumeration of region map modes.

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

# Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

**Fields**

(NetAF.Assets.Locations.html)

Name	Description
+ <b>NetAF.Commands</b>	
D (NetAF.Commands.html)	Only show relevant key items.
+ <b>NetAF.Conversations</b>	
(NetAF.Conversations.html)	None      No key.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

# Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html) A detailed level.

+ **NetAF.Conversations**

(NetAF.Conversations.html) 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.

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Color

# Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

## Classes

(NetAF.Commands.html)

+ NetAF.Conversations.

FrameBuilderCollection

(NetAF.Conversations.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

(NetAF.Extensions)

Provides extensions from frame builder collections.

+ NetAF.Interpretation

GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

Provides a class for building strings as part of a grid.

+ NetAF.Logic

(NetAF.Logic.html)

Interfaces

+ NetAF.Rendering

(NetAF.Rendering.html)

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

- NetAF.Rendering.Frame

Represents any object that can build about frames.

Builders

(NetAF.Rendering.FrameBuilders.F

CompletionFrameBuilder

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Represents any object that can build completion frames.

ConversationFrameBuilder

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

(NetAF.Rendering.FrameBuilders.I

AboutFrameBuilder

Represents any object that can build conversation frames.

HelpFrameBuilder

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

GameOverFrameBuilder

ConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

Represents any object that can build help frames.

(NetAF.Rendering.FrameBuilders.I

RegionMapFrameBuilder

## IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

## IRegionMapFrameBuilder

### (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

(NetAF.Commands.html)

## IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Represents any object that can build room maps.

+ NetAF.Conversations.

## ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Extensions

## ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

Represents any object that can build title frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

## ITransitionFrameBuilder

### (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Logic.html)

Represents any object that can build transition frames.

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

# Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name space: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assemblies: NetAF

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public class FrameBuilderCollection

- [NetAF.Rendering.Frame](#)

[Builders](#)

[NetAF.Rendering.FrameBuilders](#)

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#)

**FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,**

[FrameBuilderCollection](#), [ITitleFrameBuilder](#), [ISceneFrameBuilder](#),

[IRegionMapFrameBuilder](#), [IHelpFrameBuilder](#), [ICompletionFrameBuilder](#),

[IGameOverFrameBuilder](#), [IAboutFrameBuilder](#), [ITransitionFrameBuilder](#),

[IConversationFrameBuilder](#))

([NetAF.Rendering.FrameBuilders.C](#)

| [AboutFrameBuilder](#)

Initializes a new instance of the FrameBuilderCollection class.

([NetAF.Rendering.FrameBuilders.I](#)

Declaration:

CompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

param: FrameBuilderCollection (ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild

e (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuilde

r (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu

i (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu

il (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder conversationFrameBuilder)

([NetAF.Rendering.FrameBuilders.I](#)

| [IRegionMapBuilder](#)

([NetAF.Rendering.FrameBuilders.I](#)

| [IRegionMapFrameBuilder](#)

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) <b>(NetAF.Commands.html)</b>	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ <b>NetAF.Conversations</b> IRRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) <b>(NetAF.Conversations.html)</b>	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ <b>NetAF.Conversations</b> . IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) <b>(NetAF.Conversations.Instruct</b>	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ <b>NetAF.Extensions</b> ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) <b>(NetAF.Extensions.html)</b>	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ <b>NetAF.Interpretation</b> IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) + <b>NetAF.Logic</b> <b>(NetAF.Logic.html)</b> IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) <b>(NetAF.Rendering.html)</b>	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- <b>NetAF.Rendering.Frame</b> ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) <b>(NetAF.Rendering.FrameBuilders</b> IConversationFrameBuilder FrameBuilderCollection (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) FrameBuilderCollections (NetAF.Rendering.FrameBuilders.F GridStringBuilder (NetAF.Rendering.FrameBuilders.C ConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I AboutFrameBuilder Get the builder to use for about frames. (NetAF.Rendering.FrameBuilders.I DeclGameOverFrameBuilder Get the builder to use for game over frames. (NetAF.Rendering.FrameBuilders.I HelpFrameBuilder public IABOUTFrameBuilder AboutFrameBuilder { get; } (NetAF.Rendering.FrameBuilders.I IRegionMapBuilder Property Value (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

## Properties

**AboutFrameBuilder**  
Get the builder to use for about frames.  
(NetAF.Rendering.FrameBuilders.I  
DeclGameOverFrameBuilder  
Get the builder to use for game over frames.  
(NetAF.Rendering.FrameBuilders.I  
HelpFrameBuilder  
public IABOUTFrameBuilder AboutFrameBuilder { get; }  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
Property Value  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

Get the builder to use for completion frames.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

Description

+ NetAF.Extensions

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

## ConversationFrameBuilder

+ NetAF.Logic

Get the builder to use for conversation frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

- NetAF.Rendering.Frame

Property Value

Builders

T(NetAF.Rendering.FrameBuild

Description

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

## GameOverFrameBuilder

GhostStringBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

IAboutFrameBuilder

Declaration

NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

GameOverFrameBuilder { get; }

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

GameOverFrameBuilder

T(NetAF.Rendering.FrameBuild

Description

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

## HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

### (NetAF.Commands.html)

Property Value

#### + NetAF.Conversations

##### (NetAF.Conversations.html)

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

#### + NetAF.Conversations.

##### Instructions

#### RegionMapFrameBuilder

#### + NetAF.Extensions

Get the builder to use for region map frames.

##### (NetAF.Extensions.html)

Declaration

#### + NetAF.Interpretation

##### (NetAF.Interpretation.html)

#### + NetAF.Logic

Property Value

##### (NetAF.Logic.html)

#### + NetAF.Rendering

##### (NetAF.Rendering.html)

#### - NetAF.Rendering.Frame

##### Builders

#### SceneFrameBuilder

##### (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Get `ISceneFrameBuilder` collection for scene frames.

##### (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

Declaration

##### FrameBuilderCollections

##### (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

##### (NetAF.Rendering.FrameBuilders.SceneFrameBuilder.html)

#### Property Value

##### (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

#### Type

##### CompletionFrameBuilder

#### ISceneFrameBuilder

##### (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

##### IConversationFrameBuilder

##### (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

##### IGameOverFrameBuilder

#### TitleFrameBuilder

##### (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

##### IHelpFrameBuilder

Get the builder to use for title frames.

##### (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Declaration

#### RegionMapBuilder

##### (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

##### IRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) <a href="#">(NetAF.Commands.html)</a>	

+ **NetAF.Conversations**  
TransitionFrameBuilder  
[\(NetAF.Conversations.html\)](#)

Get the builder to use for transition frames.

**Instructions**

Declaration:

[\(NetAF.Conversations.Instruct](#)

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Property Value

+ **NetAF.Interpretation**

Type  
[\(NetAF.Interpretation.html\)](#)

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilders](#)

FrameBuilderCollection  
[\(NetAF.Rendering.FrameBuilders.F](#)  
FrameBuilderCollections  
[\(NetAF.Rendering.FrameBuilders.F](#)  
GridStringBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)  
IAboutFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
ICompletionFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
IConversationFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
IGameOverFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
IHelpFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
IRRegionMapBuilder  
[\(NetAF.Rendering.FrameBuilders.I](#)  
IRRegionMapFrameBuilder

Description

# Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[+ NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name space: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assemblies: NetAF.dll

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public static class FrameBuilderCollections

- [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

**Properties**

Collection

([NetAF.Rendering.FrameBuilders.F](#))

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

Get the default frame builder collection

([NetAF.Rendering.FrameBuilders.C](#))

IApplicationBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

public static FrameBuilderCollection Default { get; }

([NetAF.Rendering.FrameBuilders.I](#))

IConversationFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

Type	Description
IGameOverFrameBuilder	( <a href="#">NetAF.Rendering.FrameBuilders.I</a> )
FrameBuilderCollection	( <a href="#">NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html</a> )
IRegionMapBuilder	( <a href="#">NetAF.Rendering.FrameBuilders.I</a> )
IRegionMapFrameBuilder	( <a href="#">NetAF.Rendering.FrameBuilders.I</a> )

▼

**(NetAF.Commands.html)**

- + **NetAF.Conversations**  
**(NetAF.Conversations.html)**
- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
- + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
- + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
- + **NetAF.Logic**  
**(NetAF.Logic.html)**
- + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
- **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F
  - FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F
  - GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C
  - IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IRegionMapFrameBuilder  
(NetAF.Rendering.FrameBuilders.I

# Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Conversations](#)

[\(NetAFConversations.html\)](#)

Inherited Members

[+ NetAF Conversations](#)

[Instructions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name space: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

Assemblies: NetAF

[\(NetAF.Logic.html\)](#)

Syntax

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

public class GridStringBuilder

- [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Constructors

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

**GridStringBuilder(char, char, char)**

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

Initializes a new instance of the GridStringBuilder class.

GridStringBuilder

Declaration: [NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

elCompletionFrameBuilder, IEndDividerCharacter = '-' )

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

Parameters

[\(NetAF.Rendering.FrameBuilders.I](#)

Type GameOverFrameBuilder

Name

Description

[\(NetAF.Rendering.FrameBuilders.I](#)

leftBoundaryCharacter

The character to use for left boundaries.

char HelpFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.char>)

RegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

Type	Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) <b>(NetAF.Commands.html)</b>	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)

## Properties

**Instructions**  
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**  
Get the display size.  
[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#) public Size DisplaySize { get; }

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **Type** [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Description

- **NetAF.Rendering.Frame**

**Builders**

## HorizontalDividerCharacter

Get or set the character used for horizontal dividers.

[\(NetAF.Rendering.FrameBuilders.F](#)

Declaration

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.F](#)

public string HorizontalDividerCharacter { get; set; }

[\(NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.I](#)

Type CompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

**LeftBoundaryCharacter**

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

Get or set the character used for left boundary.

[\(NetAF.Rendering.FrameBuilders.I](#)

Declaration

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRRegionMapFrameBuilder

Type	Description

```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

**(NetAF.Commands.html)**

## + NetAF.Conversations

**LineTerminator**  
[\(NetAF.Conversations.html\)](#)

Get or set the line terminator.

**Instructions**

Declaration

**(NetAF.Conversations.Instruct**

```
public string LineTerminator { get; set; }
```

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## Property Value

### + NetAF.Interpretation

Type  
[\(NetAF.Interpretation.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

## + NetAF.Rendering

**RightBoundaryCharacter**

[\(NetAF.Rendering.html\)](#)

Get or set the character used for right boundary.

## - NetAF.Rendering.Frame

Declaration

**Builders**

**(NetAF.Rendering.FrameBuilder**

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

## Property Value

FrameBuilderCollections

Type  
[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

## Methods

**DrawBoundary(AnsiColor)**

[\(NetAF.Rendering.FrameBuilders.I](#)

Draw the boundary

[\(NetAF.Rendering.FrameBuilders.I](#)

Declaration

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

#### Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) <a href="#">(NetAF.Commands.html)</a>	color	The color to draw the boundary.

#### + NetAF.Conversations

**DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)**  
[\(NetAF.Conversations.html\)](#)

Draws wrapped string.

#### Instructions

Declaration:

**(NetAF.Conversations.Instruct**

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
color, out int endX, out int endY)
\(NetAF.Extensions.html\)
```

#### + NetAF.Interpretation

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <a href="#">(NetAF.Logic.html)</a>	value	The string.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end y position.

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

**DrawHorizontalDivider(int, AnsiColor)**  
[\(NetAF.Rendering.FrameBuilders.F](#)

Draw a horizontal divider.

[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration:

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

Parameters

[\(NetAF.Rendering.FrameBuilders.I](#)

GameOverFrameBuilder

**Name**

**Description**

GameOverFrameBuilder	y	The y position of the divider.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(HelpFrameBuilder</a>	color	The color to draw the boundary.

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

## DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

### (NetAF.Commands.html)

Parameters

Type	Name	Description
+ <b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The position of the underline, in x.
+ <b>NetAF.Conversations</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>Instructions</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <a href="#">(NetAF.Conversations.Instruct</a>	y	The position of the underline, in y.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	length	The length of the underline.
+ <b>NetAF.Extensions</b> <a href="#">(NetAF.Extensions.html)</a>	color	The color of the underline.

### (NetAF.Extensions.html)

## + NetAF.Interpretation DrawWrapped(string, int, int, int, AnsiColor, out int, out int) (NetAF.Interpretation.html)

Draw a wrapped string.

### + NetAF.Logic

Declaration

### (NetAF.Logic.html)

### + NetAF.Rendering

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo  
(NetAF.Rendering.html) out int endY)
```

### - NetAF.Rendering.Frame

Parameters

### Builders

Type	Name	Description
FrameBuilderCollection string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) (NetAF.Rendering.FrameBuilders.F	value	The string.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.F	startX	The start x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) GridStringBuilder	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IBufferedFrameBuilder	maxWidth	The max width of the string.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) (NetAF.Rendering.FrameBuilders.I	color	The color to draw the text.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Rendering.FrameBuilders.I	endX	The end x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) IConversationFrameBuilder	endY	The end y position.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

### Flush()

IHelpFrameBuilder

Flush([NetAF.Rendering.FrameBuilders.I](#)

IRRegionMapBuilder

Declaration  
(NetAF.Rendering.FrameBuilders.I

IRRegionMapFrameBuilder

```
public void Flush()
```

## GetCellColor(int, int)

Get a color for a cell.

([NetAF.Commands.html](#))

Declaration

### + NetAF.Conversations

([NetAF.Conversations.html](#)) Color(int x, int y)

### + NetAF.Conversations.

Parameters

#### Instructions

Type	Name	Description
<a href="#">NetAF.Extensions</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the cell.
<a href="#">NetAF.Extensions.html</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the cell.

### + NetAF.Interpretation

Returns

([NetAF.Interpretation.html](#))

Type

+ NetAF.Logic

Type	Description
<a href="#">NetAF.Logic</a> ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	The cell color.

### + NetAF.Rendering

([NetAF.Rendering.html](#))

#### GetCharacter(int, int)

##### - NetAF.Rendering.Frame

Get a character from the buffer.  
Builders

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

FrameBuilderCollection  
public [NetAF.Rendering.FrameBuilders.ICharacter](#) GetCharacter(int x, int y)

FrameBuilderCollections

Parameters

GridStringBuilder

Type	Name	Description
<a href="#">NetAF.Rendering.FrameBuilders.ICharacter</a>	x	The x position of the character.
<a href="#">NetAF.Rendering.FrameBuilders.ICharacter</a>	y	The y position of the character.

([NetAF.Rendering.FrameBuilders.ICharacter.html](#))

Return ConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ICharacter.html](#))

Type GameOverFrameBuilder

Type	Description
<a href="#">NetAF.Rendering.FrameBuilders.GameOverFrameBuilder</a>	The character.

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

IRegionMapBuilder

## GetNumberOfLines(string, int, int, int)

IRegionMapFrameBuilder

Get the number of lines a string will take up.

Declaration

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

Parameters

Type	Name	Description
<a href="#">(NetAF.Commands.html)</a>		
+ <a href="#">NetAF.Conversations</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
- <a href="#">(NetAF.Conversations.html)</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start x position.
+ <a href="#">NetAF.Conversations</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
- <a href="#">Instructions</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
<a href="#">(NetAF.Conversations.Instruct</a>		

Related

Type	Description
+ <a href="#">NetAF.Interpretation</a> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The number of lines the string will take up.
<a href="#">(NetAF.Interpretation.html)</a>	

+ [NetAF.Logic](#)

[Resize\(Size\)c.html](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Declaration

- [NetAF.Rendering.Frame](#)

[Builders](#) public void Resize(Size displaySize)

[\(NetAF.Rendering.FrameBuilder](#)

Parameters

[FrameBuilderCollection](#)

Type	Name	Description
<a href="#">(NetAF.Rendering.FrameBuilders.F</a>		
FrameBuilderCollections		
Size ( <a href="#">(NetAF.Renderin</a>	displaySize	The new size.

[SetCell\(int, int, char, AnsiColor\)](#)

[\(NetAF.Réndering.FrameBuilders.I](#)

Set a [CompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

Declaration

[ICorversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

[\(NetAF.Rendering.FrameBuilders.I](#)

[IHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[RegionMapBuilder](#)

Type	Name	Description
<a href="#">(NetAF.Rendering.FrameBuilders.I</a>	x	The x position of the cell.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
<a href="#">IRegionMapFrameBuilder</a>		

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>y</i>	The y position of the cell.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>character</i>	The character.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	<i>color</i>	The color of the character.

## ([NetAF.Commands.html](#))

- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
Instructions  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**  
Builders  
[\(NetAF.Rendering.FrameBuilders](#)

FrameBuilderCollection  
([NetAF.Rendering.FrameBuilders.F](#)  
FrameBuilderCollections  
([NetAF.Rendering.FrameBuilders.F](#)  
GridStringBuilder  
([NetAF.Rendering.FrameBuilders.C](#)  
IAboutFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
ICompletionFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IConversationFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IGameOverFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IHelpFrameBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IRegionMapBuilder  
([NetAF.Rendering.FrameBuilders.I](#)  
IRegionMapFrameBuilder

# Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IAboutFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, Game, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string title, Game game, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
FrameBuilderCollection		
Game (NetAF.Logic.Game.html)	game	The game.
FrameBuilderCollections		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Return Type

IAboutFrameBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IFrameBuilder (NetAF.Rendering.FrameBuilders.IFrameBuilder.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	

# Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface ICompletionFrameBuilder

+ NetAF.Conversations.

### Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Built(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

GameOver(string message, string reason, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
FrameBuilderCollection	width	The width of the frame.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	height	The height of the frame.
FrameBuilderCollections		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		

Return

IAboutFrameBuilder

Type	Description
NetAF.Rendering.FrameBuilders.IAboutFrameBuilder	

IFrameBuilder (<https://learn.microsoft.com/dotnet/api/system.html>)

IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.IConversationFrameBuilder	
IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder	
IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.IHelpFrameBuilder	
IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapBuilder	
IRegionMapFrameBuilder	

# Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IConversationFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

### NetAF.Interpretation

**Build(String, IConverser, CommandHelp[], int, int)**

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(String title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

T	Name	Description
NetAF.Rendering.FrameBuilder	<i>title</i>	The title to display to the user.
String FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F rameBuilderCollection)	<i>converser</i>	The converser.
IConverser GmStringBuilder (NetAF.Assets.Characters.IConverser.html) (NetAF.Rendering.FrameBuilders.C onversationFrameBuilder)	<i>contextualCommands</i>	The contextual commands to display.
CommandHelp (NetAF.Rendering.FrameBuilders.I CompletionFrameBuilder)	<i>width</i>	The width of the frame.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I GameOverFrameBuilder)	<i>height</i>	The height of the frame.
>Returns RegionMapBuilder (NetAF.Rendering.FrameBuilders.I RegionMapFrameBuilder)		

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.FrameBuild**

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder

# Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IGameOverFrameBuilder

+ NetAF.Conversations.

### Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string message, string reason, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
FrameBuilderCollection	width	The width of the frame.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	height	The height of the frame.
FrameBuilderCollections		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		

Return Value

IGameOverFrameBuilder

Type	Description
CompletionFrameBuilder	
IFrameBuilder	
IConversationFrameBuilder	
IGameOverFrameBuilder	
IHelpFrameBuilder	
IRegionMapBuilder	
IRegionMapFrameBuilder	

# Interface IHelpFrameBuilder

Represents any object that can build help frames.

 Filter by title

**Namespace:** NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

[\(NetAF Commands.html\)](#)

## Assembly: NetAF.dll

# SyntaxNetAF Conversations

## **(NetAF.Conversations.html)**

```
public interface IHelpFrameBuilder
```

+ NetAF.Conversations.

## Instructions

## (NetAF.Conversations.Instruct

# Methods

## (NetAF.Extensions.html)

## Built-in Functions

**(NetAF.Interpretation.html)**

## Build a frame.

+ NetAE.Logic

[NetAffixes Declaration](#)

+ **NetAERendering** String title, string description, CommandHelp[] commandHelp, int width, (NetAERendering.html)

#### - **NetAF.Rendering.Frame**

### Parameters

Builders

Type	Name	Description
<code>System.String</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <code>(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)</code>	<code>title</code>	The title.
<code>System.String</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <code>(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)</code>	<code>description</code>	The description.
<code>System.String</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <code>(NetAF.Rendering.FrameBuilders.CommandHelp[])</code>	<code>commandHelp</code>	The command help.
<code>System.Int32</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <code>(NetAF.Rendering.FrameBuilders)</code>	<code>width</code>	The width of the frame.
<code>System.Int32</code> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <code>(NetAF.Rendering.FrameBuilders)</code>	<code>height</code>	The height of the frame.

**Returns** `ICompletionFrameBuilder`

Type	Description
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	
(NetAF.Rendering.FrameBuilders.IFrame (NetAF.Rendering.Frames.IFrame.html))	

(NetAE Rendering FrameBuilders)

(New Rendering)  
| HelpFrameBuilder

(NetAE Rendering FrameBuilders I)

(Redistributing)  
|RegionManBuilder

## (NetAE Rendering FrameBuilders I)

**IRegionManagerBuilder**

▼

**(NetAF.Commands.html)**

- + **NetAF.Conversations**  
**(NetAF.Conversations.html)**
- + **NetAF.Conversations.**  
**Instructions**  
**(NetAF.Conversations.Instruct**
- + **NetAF.Extensions**  
**(NetAF.Extensions.html)**
- + **NetAF.Interpretation**  
**(NetAF.Interpretation.html)**
- + **NetAF.Logic**  
**(NetAF.Logic.html)**
- + **NetAF.Rendering**  
**(NetAF.Rendering.html)**
- **NetAF.Rendering.Frame**  
**Builders**  
**(NetAF.Rendering.FrameBuild**
  - FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F
  - FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F
  - GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C
  - IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I
  - IRegionMapFrameBuilder  
(NetAF.Rendering.FrameBuilders.I

# Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IRegionMapBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Interpretation.html)

Build a map of a region.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int

(NetAF.Rendering.html) maxHeight)

- NetAF.Rendering.Frame

Parameters

Builders

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.
Region	region	The region.
int	x	The x position to start building at.
int	y	The y position to start building at.
int	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

**(NetAF.Commands.html)**

- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- **NetAF.Rendering.Frame**  
**Builders**  
[\(NetAF.Rendering.FrameBuild](#)

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder

# Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IRegionMapFrameBuilder

+ NetAF.Conversations.

### Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

Build(Region, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(Region region, int width, int height)

(NetAF.Rendering.html)

## Parameters

NetAF.Rendering.Frame

Type	Name	Description
(NetAF.Rendering.FrameBuilder)	region	The region.
Region (NetAF.Assets.Locations.Region.html)	width	The width of the frame.
FrameBuilderCollection int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

GridStringBuilder

Returns

(NetAF.Rendering.FrameBuilders.C

Type	Description
AboutFrameBuilder	

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

# Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface IRoomMapBuilder

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int) (NetAF.Interpretation.html)

### + NetAF.Logic

BuildRoomMap(IRegionMapBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Logic.html)

Declaration

### + NetAF.Rendering

BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY) (NetAF.Rendering.html)

### - NetAF.Rendering.Frame

#### Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection		
GridStringBuilder	gridStringBuilder	The string builder to use.
FrameBuilderCollection		
Room	room	The room.
ViewPoint	viewPoint	The viewpoint from the room.
IAboutFrameBuilder		
KeyType	key	The key type.
ICompletionFrameBuilder		
int	startX	The start position, x.
IConversationFrameBuilder		
int	startY	The start position, x.
GameOverFrameBuilder		
int	endX	The end position, x.
ICreateFrameBuilder		
int	endY	The end position, x.
IRegionMapBuilder		
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
IRegionMapFrameBuilder		

▼

**(NetAF.Commands.html)**

+ **NetAF.Conversations**

**(NetAF.Conversations.html)**

+ **NetAF.Conversations.**

**Instructions**

**(NetAF.Conversations.Instruct**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

- **NetAF.Rendering.Frame**

**Builders**

**(NetAF.Rendering.FrameBuild**

FrameBuilderCollection

**(NetAF.Rendering.FrameBuilders.F**

FrameBuilderCollections

**(NetAF.Rendering.FrameBuilders.F**

GridStringBuilder

**(NetAF.Rendering.FrameBuilders.C**

IAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.I**

ICompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.I**

IConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.I**

IGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.I**

IHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.I**

IRegionMapBuilder

**(NetAF.Rendering.FrameBuilders.I**

IRegionMapFrameBuilder

# Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface ISceneFrameBuilder

### + NetAF.Conversations.

#### Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

**Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**  
(NetAF.Interpretation.html)

### + NetAF.Logic

BUILD frame

(NetAF.Logic.html)

Declaration

### + NetAF.Rendering

(NetAF.Rendering.html), ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

### - NetAF.Rendering.Frame

#### Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection		
Room (NetAF.Renderings.Locations.Room.html)	room	Specify the Room.
FrameBuilderCollections		
ViewPoint (NetAF.Renderings.Locations.ViewPoint.html)	viewPoint	Specify the viewpoint from the room.
GridStringBuilder		
PlayableCharacter (NetAF.Renderings.FrameBuilders.CharacterBuilder.html)	player	Specify the player.
IAboutFrameBuilder (NetAF.Renderings.FrameBuilders.IAboutFrameBuilder.html)		
string (CompletionFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string))	message	Any additional message.
IConversationFrameBuilder (NetAF.Renderings.FrameBuilders.IConversationFrameBuilder.html)	contextualCommands	The contextual commands to display.
CommandHelp (NetAF.Renderings.FrameBuilders.CommandHelpBuilder.html)		
IGameOverFrameBuilder (NetAF.Renderings.FrameBuilders.IGameOverFrameBuilder.html)		
KeyFrameBuilder (NetAF.Renderings.KeyFrameBuilder.html)	keyType	The type of key to use.
int (NetAF.Renderings.FrameBuilders.IIntegerFrameBuilder.html)	width	The width of the frame.
int (NetAF.Renderings.FrameBuilders.IRegionMapFrameBuilder.html)	height	The height of the frame.
IRRegionMapFrameBuilder		

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.FrameBuild**

FrameBuilderCollection  
(NetAF.Rendering.FrameBuilders.F  
FrameBuilderCollections  
(NetAF.Rendering.FrameBuilders.F  
GridStringBuilder  
(NetAF.Rendering.FrameBuilders.C  
IAboutFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
ICompletionFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IConversationFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IGameOverFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IHelpFrameBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapBuilder  
(NetAF.Rendering.FrameBuilders.I  
IRegionMapFrameBuilder

# Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface ITitleFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

Build(string title, string description, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	title	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	The description.
FrameBuilderCollection	width	The width of the frame.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	height	The height of the frame.
FrameBuilderCollection		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		

Return

AboutFrameBuilder

Type	Description
NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder	
IFrameBuilder	
IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder	

# Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

(NetAF.Commands.html)

Assembly: NetAF.dll

## Syntax

(NetAF.Conversations.html)

public interface ITransitionFrameBuilder

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Build(String, String, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

CreateFrame(String title, string message, int width, int height)

(NetAF.Rendering.html)

Parameters

NetAF.Rendering.Frame

Type	Name	Description
NetAF.Rendering.FrameBuilder	title	The title to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	message	The message to display to the user.
FrameBuilderCollection	width	The width of the frame.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	height	The height of the frame.
FrameBuilderCollections		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		

Return Value

AboutFrameBuilder

Type	Description
NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder	
IFrameBuilder	
IConversationFrameBuilder	
NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder	
NetAF.Rendering.FrameBuilders.IHelpFrameBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapBuilder	
NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder	

# Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

+ NetAF.Commands

**ColorAboutFrameBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

+ NetAF.Conversations

Provides a builder of color about frames.  
(NetAF.Conversations.html)

+ NetAF.Conversations.

**ColorCompletionFrameBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

(NetAF.Conversations.Instruct

Provides a builder of color completion frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

**ColorConversationFrameBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(NetAF.Interpretation.html)

Provides a builder of color conversation frames.

+ NetAF.Logic

**ColorGameOverFrameBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

+ NetAF.Rendering

Provides a builder of color game over frames.  
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

**ColorHelpFrameBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

(NetAF.Rendering.FrameBuild

Provides a builder of color help frames.

- NetAF.Rendering.Frame

Builders.Color

**ColorRegionMapBuilder**

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

AnsiColor

Provides a color builder for region maps.  
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color about frames.  
(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color conversation frames.  
(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color game over frames.  
(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color help frames.  
(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a color region map builder.  
(NetAF.Rendering.FrameBuilders.C

ColorRoomMapBuilder

(NetAF.Rendering.FrameBuilders.C

Provides a color room map builder.  
(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

## **ColorSceneFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Provides a builder for color scene frames.

## **ColorTitleFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

Provides a builder for color title frames.

### + NetAF.Commands

([NetAF.Commands.html](#))

## **ColorTransitionFrameBuilder**

([NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([NetAF.Conversations.html](#))

Provides a builder for color transition frames.

### + NetAF.Conversations.

#### **Enums**

Instructions

([NetAF.Conversations.Instruct.html](#))

## **AnsiColor** ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### + NetAF.Extensions

Enumeration of ANSI colors

([NetAF.Extensions.html](#))

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

### + NetAF.Logic

([NetAF.Logic.html](#))

### + NetAF.Rendering

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

#### **Builders**

([NetAF.Rendering.FrameBuilders.html](#))

### - NetAF.Rendering.Frame

#### **Builders.Color**

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html](#))

ColorRegionMapBuilder

# Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

## NetAF.Commands

Assembly: NetAF.dll

(NetAF.Commands.html)

## NetAF.Conversations

public enum AnsiColor  
(NetAF.Conversations.html)

## NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

## Fields

### NetAF.Extensions

Name  
(NetAF.Extensions.html)

#### Description

Black

Black (30).

### NetAF.Interpretation

Blue  
(NetAF.Interpretation.html)

Blue (34).

BrightBlack

Bright black (90).

### NetAF.Logic

BrightBlue  
(NetAF.Logic.html)

Bright blue (94).

### NetAF.Rendering

BrightCyan  
(NetAF.Rendering.html)  
BrightGreen

Bright cyan (96).

Bright green (92).

### NetAF.Rendering.Frame

BrightMagenta  
Builders

Bright magenta (95).

BrightRed

Bright red (91).

BrightWhite

Bright white (97).

### NetAF.Rendering.Frame

Builders.Color

Bright yellow (93).

Cyan

Cyan (36).

AnsiColor

Green (32).

Green

(NetAF.Rendering.FrameBuilders.C

Magenta (35).

Magenta

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

Red (NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Reset

Reset (0).

ColorConversationFrameBuilder

White (NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

White (37).

ColorGameOverFrameBuilder

Yellow (NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

Yellow (33).

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

▼

[View raw file](#) ▾ [View raw API reference](#)

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frame**  
  **Builders.Color**  
[\(NetAF.Rendering.FrameBuild](#)
  - AnsiColor  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorAboutFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorCompletionFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorConversationFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorGameOverFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorHelpFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
  - ColorRegionMapBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)

# Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#)  
↳ [ColorAboutFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ [NetAF Conversations](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instruct.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color  
**(NetAF.LogicFrameBuilders.Color.html)**

Assemblies: [\(NetAF.Logic.html\)](#)

Syntax

↳ [NetAF Rendering](#)

**(NetAF.Rendering.html)**

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Builders

[\(NetAF.Rendering.FrameBuilders.ColorBuilder.html\)](#)

CONSTRUCTORS

- [NetAF Rendering Frame Builders Color](#)

**ColorAboutFrameBuilder(GridStringBuilder)**  
[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

Initializes a new instance of the ColorAboutFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

# Properties

## AuthorColor

Get or set the author color.

Declaration  
`public AnsiColor AuthorColor { get; set; }`

+ **NetAF.Commands** `AuthorColor { get; set; }`  
([NetAF.Commands.html](#))

Property Value

### NetAF.Conversations

Type	Description
<a href="#">(NetAF.Conversations.html)</a>	

+ **NetAF.Conversations** `AnsiColor(NetAF.Conversations.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

## BackgroundColor

- **NetAF.Extensions**

([\(NetAF.Extensions.html\)](#))

Get or set the background color.

+ **NetAF.Interpretation**

Declaration

([\(NetAF.Interpretation.html\)](#))

`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Logic**

([\(NetAF.Logic.html\)](#))

Property Value

### NetAF.Rendering

Type	Description
<a href="#">(NetAF.Rendering.html)</a>	

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([\(NetAF.Rendering.FrameBuilders.html\)](#))

## BorderColor

- **NetAF.Rendering.Frame**

Get or set the border color.

Builders

([\(NetAF.Rendering.FrameBuilders.html\)](#))

Declaration

`public AnsiColor BorderColor { get; set; }`

ColorAboutFrameBuilder

([\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#))

Property Value

ColorCompletionFrameBuilder

([\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#))

Type

`NetAF.Rendering.FrameBuilders.Color(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

([\(NetAF.Rendering.FrameBuilders.Color.html\)](#))

ColorGameOverFrameBuilder

([\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#))

ColorRegionFrameBuilder

([\(NetAF.Rendering.FrameBuilders.ColorRegionFrameBuilder.html\)](#))

ColorTextFrameBuilder

([\(NetAF.Rendering.FrameBuilders.ColorTextFrameBuilder.html\)](#))

Get or set the description color.

ColorRegionMapBuilder

([\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#))

DescriptionColor

([\(NetAF.Rendering.FrameBuilders.DescriptionColor.html\)](#))

Get or set the description color.

ColorRegionMapBuilder

([\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#))

## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

### + NetAF.Commands

(NetAF.Commands.html)

### NameColor

(NetAF.Conversations.html)

Get or set the name color.  
Declaration

Instructions

(NetAF.Conversations.Instruct) [ get; set; ]

### + NetAF.Extensions

Properties

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

### + NetAF.Logic

(NetAF.Logic.html)

### TitleColor

### + NetAF.Rendering

Get or set the title color.

(NetAF.Rendering.html)

### Properties

### NetAF.Rendering.Frame

Builders

public AnsiColor TitleColor [ get; set; ]

### - NetAF.Rendering.Frame

Properties

Builders.Color

### Type

NetAF.Rendering.FrameBuilder

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorConversationFrameBuilder

### Build(string, Game, int, int)

ColorGameOverFrameBuilder

Build(string, Game, int, int)

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

Declaration

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapBuilder

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
Game ( <a href="#">NetAF.Logic.Game.html</a> )	<i>game</i>	The game.
int ( <a href="#">NetAF.Commands.html</a> )	<i>width</i>	The width of the frame.
int ( <a href="#">NetAF.Conversations.html</a> )	<i>height</i>	The height of the frame.

**(NetAF.Conversations.html)**

Returns

+ **NetAF.Conversations.**

Type  
**Instructions**

I`NetAF.Conversations.Instruction` ([NetAF.Conversations.Instruction.html](#))

**Description**

+ **NetAF.Extensions**

**(NetAF.Extensions.html)**

**Implements**

+ **NetAF.Interpretation**

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))  
**(NetAF.Interpretation.html)**

+ **NetAF.Logic**

**(NetAF.Logic.html)**

+ **NetAF.Rendering**

**(NetAF.Rendering.html)**

+ **NetAF.Rendering.Frame**

**Builders**

**(NetAF.Rendering.FrameBuilders.html)**

- **NetAF.Rendering.Frame**

**Builders.Color**

**(NetAF.Rendering.FrameBuilders.Color.html)**

AnsiColor

**(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)**

ColorAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)**

ColorCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)**

ColorConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)**

ColorGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)**

ColorHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)**

ColorRegionMapBuilder



# Properties

## BackgroundColor

Get or set the background color.

Declaration  
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands** `BackgroundColor { get; set; }`  
[\(NetAF.Commands.html\)](#)

Property Value

## + NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `Color.AnsiColor.html`

Instructions

[\(NetAF.Conversations.Instruct](#)

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

## + NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

public AnsiColor BorderColor { get; set; }

## + NetAF.Logic

[\(NetAF.Logic.html\)](#)

Property Value

## + NetAF.Rendering

Type [\(NetAF.Rendering.html\)](#)

Description

AnsiColor [\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

## + NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders](#)

## DescriptionColor

### - NetAF.Rendering.Frame

Get or set the description color.

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders](#)

Declaration

AnsiColor

`public AnsiColor DescriptionColor { get; set; }`

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Property Value

ColorCompletionFrameBuilder

Type [\(NetAF.Rendering.FrameBuilders.C](#)

Description

ColorConversationFrameBuilder

AnsiColor [\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

## TitleColor

[\(NetAF.Rendering.FrameBuilders.C](#)

Get or set the title color.

[ColorRegionMapBuilder](#)

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
<b>+ NetAF.Commands</b>	
(NetAF.Commands.html)	
<b>+ NetAF.Conversations</b>	
<b>Methods</b>	
(NetAF.Conversations.html)	
<b>+ NetAF.Conversations.</b>	
<b>Build(string string, int, int)</b>	
(NetAF.Conversations.Instruct	
Build a frame.	
<b>+ NetAF.Extensions</b>	
Declaration	
(NetAF.Extensions.html)	
<b>+ NetAF.Interpretation</b>	
(NetAF.Interpretation.html)	
Parameters	
<b>+ NetAF.Logic</b>	
Type	
(NetAF.Logic.html)	
string (https://learn.microsoft.com/dotnet/api/system.string)	
<b>+ NetAF.Rendering</b>	
String (https://learn.microsoft.com/dotnet/api/system.string)	
<b>+ NetAF.Rendering.Frame</b>	
Builders	
int (https://learn.microsoft.com/dotnet/api/system.int32)	
int (https://learn.microsoft.com/dotnet/api/system.int32)	
(NetAF.Rendering.FrameBuilders	
Returns	
- <b>NetAF.Rendering.Frame</b>	
Type	
Builders.Color	
(NetAF.Rendering.FrameBuilders	
IFrame (NetAF.Rendering.Frames.IFrame.html)	
AnsiColor	
(NetAF.Rendering.FrameBuilders.C	
olorAboutFrameBuilder	
(NetAF.Rendering.FrameBuilders.C	
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	
ColorCompletionFrameBuilder	
(NetAF.Rendering.FrameBuilders.C	
ColorConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.C	
ColorGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.C	
ColorHelpFrameBuilder	
(NetAF.Rendering.FrameBuilders.C	
ColorRegionMapBuilder	

# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#)  
↳ [ColorConversationFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ [NetAF Conversations](#)

[IConversationFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ [NetAF Conversations](#).

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instruct.html)**

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: [NetAF](#) ([NetAF.html](#)).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)).[ColorConversationFrameBuilders](#).[Color](#))  
**(NetAF.Logic.html)**

Assemblies:

Syntax

↳ [NetAF Rendering](#)

**(NetAF.Rendering.html)**

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilders.ColorBuilder.html\)](#)

CONSTRUCTORS

**ColorConversationFrameBuilder(GridStringBuilder)**  
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Initializes a new instance of the ColorConversationFrameBuilder class.

ANSIColor

Declaration:

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorOverFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Type	Name	Description
<a href="#">(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)</a>		
<a href="#">(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)</a>	gridStringBuilder	A builder to use for the string layout.
<a href="#">(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)</a>		

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`  
([NetAF.Commands.html](#))

Property Value

### + NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Conversations.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

### + NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration  
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

### + NetAF.Rendering

Type [\(NetAF.Rendering.html\)](#)

Description

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

### InputColor

- **NetAF.Rendering.Frame**

Get or set the input color.

**Builders**.Color

([NetAF.Rendering.FrameBuilders](#))

Declaration

AnsiColor

`public AnsiColor FrameBuilders.Color { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders](#).Color

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

### NonPlayerMessageColor

([NetAF.Rendering.FrameBuilders](#))

Get or set the player message color.

ColorRegionMapBuilder

## Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

### + NetAF.Commands

(NetAF.Commands.html)

### PlayerMessageColor

(NetAF.Conversations.html)

Get or set the player message color.

### + NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

### + NetAF.Extensions

Properties

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

### + NetAF.Logic

(NetAF.Logic.html)

### ResponseColor

### + NetAF.Rendering

Get or set the response color.

(NetAF.Rendering.html)

### Properties

### NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

### - NetAF.Rendering.Frame

Properties

Builders.Color

### Type

NetAF.Rendering.FrameBuilder

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

### TitleColor

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

Get or set the title color.

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

Declaration

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

Properties

ColorRegionMapBuilder

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

## Methods

- + NetAF.Commands  
Build(string, IConverser, CommandHelp[], int, int)  
(NetAF.Commands.html)
- Build a frame.
- + NetAF.Conversations  
(NetAF.Conversations.html)
- + NetAF.Conversations.Instructions  
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)  
(NetAF.Conversations.Instructions.html)

### Parameters

Type	Name	Description
String (NetAF.Interpretation.html)	<i>title</i>	The title to display to the user.
IConverser (NetAF.Logic.html)	<i>converser</i>	The converser.
CommandHelp (NetAF.Rendering.html)	<i>contextualCommands</i>	The contextual commands to display.
- int Builders (NetAF.Rendering.FrameBuilders.html)	<i>width</i>	The width of the frame.
- int Builders.Color (NetAF.Rendering.FrameBuilders.Color.html)	<i>height</i>	The height of the frame.

Returns  
AnsiColor

Type	Description
NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder	
IFrame (NetAF.Rendering.Frames.IFrame.html)	
ColorCompletionFrameBuilder	
ColorConversationFrameBuilder	
ColorGameOverFrameBuilder	
ColorHelpFrameBuilder	
ColorRegionMapBuilder	

## Implements

- IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

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## וְיַעֲשֵׂה יְהוָה כָּלֵב

- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
  - + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
  - + **NetAF.Conversations.**  
**Instructions**  
[\(NetAF.Conversations.Instruct](#)
  - + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
  - + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
  - + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
  - + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
  - + **NetAF.Rendering.Frame**  
**Builders**  
[\(NetAF.Rendering.FrameBuildde](#)
  - **NetAF.Rendering.Frame**  
**Builders.Color**  
[\(NetAF.Rendering.FrameBuildde](#)
    - AnsiColor  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorAboutFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorCompletionFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorConversationFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorGameOverFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorHelpFrameBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)
    - ColorRegionMapBuilder  
[\(NetAF.Rendering.FrameBuilders.C](#)

# Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance Assets Locations Summary

↳ [NetAF Commands](#)  
↳ [ColorGameOverFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ [NetAF Conversations](#)

IGameOverFrameBuilder ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instruct.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color  
**(NetAF.LogicFrameBuilders.Color.html)**

Assemblies

Syntax

↳ [NetAF Rendering](#)

**(NetAF.Rendering.html)**

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame Builders Color](#)

ColorGameOverFrameBuilder(GridStringBuilder)

**(NetAF.Rendering.FrameBuilders.html)**

Initializes a new instance of the ColorGameOverFrameBuilder class.

    ATSCColor

Declaration

    ColorAboutFrameBuilder

    (NetAF.Rendering.FrameBuilders.C

    public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

    ColorCompletionFrameBuilder

    (NetAF.Rendering.FrameBuilders.C

Parameters

    ColorConversationFrameBuilder

    (NetAF.Rendering.FrameBuilders.C

    ColorGameOverFrameBuilder

    GridStringBuilder

    (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

    (NetAF.Rendering.FrameBuilders.C

    ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`  
([NetAF.Commands.html](#))

Property Value

### + NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

## BorderColor

### + NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

public AnsiColor BorderColor { get; set; }

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

+ **NetAF.Rendering**

Type [\(NetAF.Rendering.html\)](#)

Description

`AnsiColor(NetAF.Renderings.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

## DescriptionColor

- **NetAF.Rendering.Frame**

Get or set the description color.

Builders

([NetAF.Rendering.FrameBuilders](#))

Declaration

AnsiColor

`public AnsiColor DescriptionColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

## TitleColor

([NetAF.Rendering.FrameBuilders](#))

Get or set the title color.

ColorRegionMapBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

## Methods

(NetAF.Conversations.html)

### + NetAF.Conversations.

**Build(string string, int, int)**  
Instructions

(NetAF.Conversations.Instruct

Build a frame.

Declaration

(NetAF.Extensions.html)

Parameters

### + NetAF.Logic

Type  
(NetAF.Logic.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

### + NetAF.Rendering.Frame

Builders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuild

Name

Description

message

The message to display to the user.

reason

The reason the game ended.

width

The width of the frame.

height

The height of the frame.

### Returns

### - NetAF.Rendering.Frame

Type  
Builders.Color

(NetAF.Rendering.FrameBuild

IFrame (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

### Implements

IColorFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorFrameBuilder)

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ **NetAF Commands**  
↳ [ColorHelpFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ **NetAF Conversations**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ **NetAF Conversations**.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))  
**(NetAF.Extensions.html)**

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))  
**(NetAF.Interpretation.html)**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color  
**(NetAF.Logic.html)**

Assemblies: [\(NetAF.Logic.html\)](#)

Syntax

Filter by title

**(NetAF.Rendering.html)**

```
public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder
```

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

**CONSTRUCTORS**

- **NetAF.Rendering.Frame**

Builders.Color

**ColorHelpFrameBuilder(GridStringBuilder)**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Initializes a new instance of the ColorHelpFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
```

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
(NetAF.Rendering.FrameBuilders.html)
```

Parameters

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
(NetAF.Rendering.FrameBuilders.html)
```

ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		



## Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

### + NetAF.Commands

(NetAF.Commands.html)

### DescriptionColor

(NetAF.Conversations.html)

Get or set the description color.

### + NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor DescriptionColor { get; set; }
```

### + NetAF.Extensions

Properties

(NetAF.Extensions.html)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

### + NetAF.Logic

(NetAF.Logic.html)

### TitleColor

### + NetAF.Rendering

Get or set the title color.

(NetAF.Rendering.html)

### Properties

### NetAF.Rendering.Frame

Builders

```
public AnsiColor TitleColor { get; set; }
```

### - NetAF.Rendering.Frame

Properties

Builders.Color

### Type

NetAF.Rendering.FrameBuilder

### Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

### Build(string, string, CommandHelp[], int, int)

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

## Methods

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
+ NetAF.Commands <a href="#">string (<a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a>) (NetAF.Commands.html)</a>	<i>description</i>	The description.
+ NetAF.Conversations <a href="#">CommandHelp (NetAF.Interpretation.CommandHelp.html) [] (NetAF.Conversations.html)</a>	<i>commandHelp</i>	The command help.
+ NetAF.Conversations <a href="#">int (<a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a>) (NetAF.Conversations.html)</a>	<i>width</i>	The width of the frame.
+ NetAF.Conversations <a href="#">int (<a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a>) (NetAF.Conversations.html)</a>	<i>height</i>	The height of the frame.

## Instructions

Returns

[\(NetAF.Conversations.Instruct](#)

Type

+ NetAF.Extensions

[IFrame \(\[NetAF.Rendering.Frames.IFrame.html\]\(https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html\)\) \(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[IHelpFrameBuilder \(\[NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\]\(https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)\) \(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

# Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance: [Assets](#).[Locations](#).[ColorRegionMapBuilder](#)

↳ [NetAF Commands](#)  
↳ [ColorRegionMapBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ [NetAF Conversations](#)

IRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instruct.html)**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

**(NetAF.Extensions.html)**

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

**(NetAF.Interpretation.html)**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

+ [NetAF Logic](#)

**(NetAF.Logic.html)**

Syntax

↳ [NetAF Rendering](#)

**(NetAF.Rendering.html)**

```
public sealed class ColorRegionMapBuilder : IRegionMapBuilder
```

+ [NetAF Rendering Frame Builders](#)

Builders

**(NetAF.Rendering.FrameBuilders.html)**

## Properties

↳ [NetAF Rendering Frame Builders](#)

Builders.Color

**(NetAF.Rendering.FrameBuilders.Color.html)**

CurrentFloorIndicator

AnsiColor

Get or set the character to use for the current floor.

**(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator.html)**

ColorAboutFrameBuilder

Declaration  
**(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)**

ColorCompletionFrameBuilder

public char CurrentFloorIndicator { get; set; }

**(NetAF.Rendering.FrameBuilders.CurrentFloorIndicator.html)**

ColorConversationFrameBuilder

Property Value  
**(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)**

ColorGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)**

ColorHelpFrameBuilder

[char](#) ([https://learn.microsoft.com/dotnet/api/system.char](#))

**(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)**

ColorRegionMapBuilder

Type	Description
ColorRegionMapBuilder	

## EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Property Value

+ **NetAF.Commands**

Type  
[\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

**HorizontalBoundary**

**Instructions**

Get or set the character to use for horizontal boundaries.

Declaration

- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

```
public char HorizontalBoundary { get; set; }
```

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Property Value

+ **NetAF.Logic**

Type

[\(NetAF.Logic.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

## LockedExitRendering.Frame

### Builders

Get or set the character used for representing a locked exit.

[\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

- **NetAF.Rendering.Frame**

### Builders.Color

```
public char LockedExit { get; set; }
```

[\(NetAF.Rendering.FrameBuilder\)](#)

AnsiColor

Property Value  
[\(NetAF.Rendering.FrameBuilders.Color\)](#)

Type ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color\)](#)

ColorConversationFrameBuilder

**LockedExitColor**

[\(NetAF.Rendering.FrameBuilders.LockedExitColor\)](#)

ColorGameOverFrameBuilder

Get or set the locked exit color.

[\(NetAF.Rendering.FrameBuilders.LockedExitColor\)](#)

ColorHelpFrameBuilder

Declaration

[\(NetAF.Rendering.FrameBuilders.LockedExitColor\)](#)

ColorRegionMapBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

#### Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) <a href="#">View code</a>	

#### + NetAF.Commands

(NetAF.Commands.html)

#### LowerLevel

#### + NetAF.Conversations

Get or set the character to use for lower levels.

(NetAF.Conversations.html)

Declaration

#### + NetAF.Conversations.

##### Instructions

```
public char LowerLevel { get; set; }
```

(NetAF.Conversations.Instruct

#### + NetAF.Extensions

(NetAF.Extensions.html)

##### Type

#### + NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

#### + NetAF.Logic

LowerLevelColor

#### + NetAF.Rendering

Get or set the character color.

(NetAF.Rendering.html)

Declaration

#### + NetAF.Rendering.Frame

public AnsiColor LowerLevelColor { get; set; }

(NetAF.Rendering.FrameBuilder

#### - NetAF.Rendering.Frame

##### Type

FrameBuilders.Color

(NetAF.Rendering.FrameBuild

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.C

Declaration

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

```
public ColorOverFrameBuilder { get; set; }
```

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## PlayerColor

Get or set the player color.

### + NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

### + NetAF.Conversations.

#### Type Instructions

#### A [\(NetAF.Conversations.Instructions.html\)](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### ShowLowerFloors

### + NetAF.Interpretation

Get or set if lower floors should be shown.

[\(NetAF.Interpretation.html\)](#)

Declaration

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

public bool ShowLowerFloors { get; set; }

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

### + NetAF.Rendering.Frame

#### Type

#### Builders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

### - NetAF.Rendering.Frame

#### Builders

#### Color

#### UNLOCKEDEXIT

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set the character used for representing an unlocked exit.

AnsiColor

Declaration

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorConversationFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

ColorRegionMapBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Property Value

### + NetAF.Commands

Type  
[\(NetAF.Commands.html\)](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### + NetAF.Conversations

([NetAF.Conversations.html](#))

### + NetAF.Conversations.

#### VerticalBoundary

Instructions

Get or set the character used for vertical boundaries.

Declaration

### + NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char VerticalBoundary { get; set; }
```

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

### + NetAF.Logic

Type

([NetAF.Logic.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + NetAF.Rendering

([NetAF.Rendering.html](#))

## VisitedBoundaryColor

### Builders

Get or set the visited room boundary color.

([NetAF.Rendering.FrameBuilders](#))

Declaration

### - NetAF.Rendering.Frame

#### Builders

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

([NetAF.Rendering.FrameBuilders](#))

Property Value

([NetAF.Rendering.FrameBuilders.Color](#))

Type  
ColorAboutFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.Color](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder](#))

ColorHelpFrameBuilder

## BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

([NetAF.Rendering.FrameBuilders.GridStringBuilder](#))

ColorRegionMapBuilder

## Methods

Build a map of a region.

## Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int  
x, int y, int maxWidth, int maxHeight)
```



## Parameters

Type	Name	Description
<b>NetAF.Commands</b> <a href="#">(NetAF.Commands.html)</a> GridStringBuilder	<i>gridStringBuilder</i>	The string builder to use.
<b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.html)</a>		
Region ( <a href="#">NetAF.Assets.Locations.Region.html</a> )	<i>region</i>	The region.
<b>NetAF.Conversations</b> <a href="#">(NetAF.Conversations.Instruction.html)</a>	<i>x</i>	The x position to start building at.
<b>NetAF.Extensions</b> <a href="#">(NetAF.Extensions.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>y</i>	The y position to start building at.
<b>NetAF.Interpretation</b> <a href="#">(NetAF.Interpretation.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
<b>NetAF.Rendering</b> <a href="#">(NetAF.Rendering.html)</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>maxHeight</i>	The maximum vertical space available in which to build the map.
<b>NetAF.Rendering.Frame</b> <b>Builders</b> <b>Implements</b> <a href="#">(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)</a>		
<b>NetAF.Rendering.Frame</b> <b>Builders.Color</b> <a href="#">(NetAF.Rendering.FrameBuilders.Color.html)</a>		
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )		
ColorAboutFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html</a> )		
ColorCompletionFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html</a> )		
ColorConversationFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html</a> )		
ColorGameOverFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html</a> )		
ColorHelpFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html</a> )		
ColorRegionMapBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html</a> )		

# Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance: [Assets](#) [Locations](#) [... \(more\)](#)

↳ [NetAF Commands](#) ([NetAF.Commands.html](#))

↳ [ColorRegionMapFrameBuilder](#) ([NetAF.Commands.html](#))

Implements

+ [NetAF Conversations](#)

IRegionMapFrameBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#)) ([NetAF.Conversations.html](#))

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF Conversations.Instruct](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([NetAF.Extensions.html](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

([NetAF.Logic](#))

Assemblies: [NetAF](#)

Syntax

↳ [NetAF Rendering](#)

([NetAF.Rendering.html](#))

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Constructors

- [NetAF Rendering Frame Builders Color](#)

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder) ([NetAF.Rendering.FrameBuilders.Color.html](#))

Initializes a new instance of the ColorRegionMapFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder gridStringBuilder, ColorCompletionFrameBuilder colorCompletionFrameBuilder)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

Parameters

gridStringBuilder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

colorCompletionFrameBuilder ([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

gridStringBuilder ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Type	Name	Description
ColorGameOverFrameBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html</a> )		
GridStringBuilder ( <a href="#">NetAF.Rendering.FrameBuilders.GridStringBuilder.html</a> )	gridStringBuilder	A builder to use for the string layout.

ColorRegionMapBuilder

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

## Properties

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)  
**BackgroundColor**

### + NetAF.Conversations

Get or set the background color.  
[\(NetAF.Conversations.html\)](#)

Declaration

### + NetAF.Conversations.

#### Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

[\(NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)  
**Type**

### + NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))  
[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### + NetAF.Rendering

Get or set the color.  
[\(NetAF.Rendering.html\)](#)

### + NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuilders.html\)](#)  
**BorderColor**

### - NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuilders.html\)](#)  
**Builders.Color**

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)  
ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)  
ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)  
ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)  
ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)  
ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)  
ColorRegionMapBuilder

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

## Methods

+ **NetAF.Commands**  
**Build(Region, int, int)**  
[\(NetAF.Commands.html\)](#)

Build a frame.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

public IFrame Build(Region region, int width, int height)

**Instructions**

[\(NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type  
[\(NetAF.Extensions.html\)](#)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)  
[\(NetAF.Interpretation.html\)](#)

width

The width of the frame.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Returns

+ **NetAF.Rendering**

Type  
[\(NetAF.Rendering.html\)](#)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

+ **NetAF.Rendering.Frame**

**Builders**

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

IRegionMapFrameBuilder ([\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#))

**Builders.Color**

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

# Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance: [Assets.Locations.html](#)

↳ **NetAF Commands**  
↳ [ColorRoomMapBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ **NetAF Conversations**

[IRoomMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ **NetAF Conversations**.

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instructions.html)**

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF Interpretation**

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: [NetAF](#) ([NetAF.html](#)).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)).[ColorRoomMapBuilder](#)  
**(NetAF.Logic.html)**

Assemblies:

**(NetAF.Logic.html)**

Syntax

↳ **NetAF Rendering**

**(NetAF.Rendering.html)**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

+ **NetAF Rendering Frame Builders**

Builders

**(NetAF.Rendering.FrameBuilders.html)**

## Properties

↳ [NetAF.Rendering.FrameBuilders](#)

Builders.Color

**(NetAF.Rendering.FrameBuilders.Color.html)**

BoundaryColor

AnsiColor

Get [ColorRoomMapBuilder.BoundaryColor](#)  
**(NetAF.Rendering.FrameBuilders.Color.html)**

ColorAboutFrameBuilder

Declaration  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorCompletionFrameBuilder

public AnsiColor BoundaryColor { get; set; }

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorConversationFrameBuilder

Property Value  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorGameOverFrameBuilder

Type  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

ColorHelpFrameBuilder

ColorRegionMapBuilder

Type	Description
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	<a href="#">(NetAF.Rendering.FrameBuilders.Color.html)</a>

## Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Property Value

### + NetAF.Commands

Type [\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + NetAF.Conversations

([NetAF.Conversations.html](#))

### + NetAF.Conversations.

#### HorizontalBoundary

Instructions

Get or set the character to use for horizontal boundaries.

Declaration

### + NetAF.Extensions

([NetAF.Extensions.html](#))

```
public char HorizontalBoundary { get; set; }
```

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

### + NetAF.Logic

Type

([NetAF.Logic.html](#))

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + NetAF.Rendering

([NetAF.Rendering.html](#))

## HorizontalExitBorder

### Builders

Get or set the character to use for horizontal exit borders.

([NetAF.Rendering.FrameBuilder](#))

Declaration

### - NetAF.Rendering.Frame

#### Builders.Color

```
public char HorizontalExitBorder { get; set; }
```

([NetAF.Rendering.FrameBuilder](#))

AnsiColor

Property Value

([NetAF.Rendering.FrameBuilders.Color](#))

Type ColorAboutFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.Color](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

ItemOrCharacterColor

([NetAF.Rendering.FrameBuilders.ItemOrCharacterColor](#))

ColorGameOverFrameBuilder

Get or set the item or character color.

([NetAF.Rendering.FrameBuilders.ItemOrCharacterColor](#))

ColorHelpFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.Color](#))

ColorRegionMapBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	

## + NetAF.Commands

[\(NetAF.Commands.html\)](#)  
**ItemOrCharacterInRoom**

## + NetAF.Conversations

Get or set the character used for representing there is an item or a character in the room.  
[\(NetAF.Conversations.html\)](#)

Declaration

## + NetAF.Conversations.

### Instructions

```
public char ItemOrCharacterInRoom { get; set; }
```

[\(NetAF.Conversations.Instruct.html\)](#)

## + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## + NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

## + NetAF.Logic

[\(KeyPadding.html\)](#)

## + NetAF.Rendering

Get or set the padding between the key and the map.

[\(NetAF.Rendering.html\)](#)

Declaration

## + NetAF.Rendering.Frame

[\(FrameBuilders.html\)](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

## - NetAF.Rendering.Frame

[\(FrameBuilders.Color.html\)](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

Get or set the character used for representing a locked exit.

[\(NetAF.Rendering.FrameBuilders.LockedExit.html\)](#)

Declaration

[\(ColorConversationFrameBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

IColorCarriageOverEndFrameBuilder { get; set; }

[\(NetAF.Rendering.FrameBuilders.IColorCarriageOverEndFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## LockedExitColor

Get or set the locked exit color.

### + NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

### + NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Property Value

### + NetAF.Conversations.

#### Type Instructions

#### A([NetAF.Conversations.InstructionBuilders.Color.AnsiColor.html](#))

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

### UnvisitedExitColor

### + NetAF.Interpretation

Get or set the unvisited exit color.

[\(NetAF.Interpretation.html\)](#)

Declaration

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

public ConsoleColor UnvisitedExitColor { get; set; }

### + NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Property Value

### + NetAF.Rendering.Frame

#### Type

Builders

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

#### ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### - NetAF.Rendering.Frame

#### Builders Color

### VerticalBoundary

[\(NetAF.Rendering.FrameBuilders.Color.VerticalBoundary.html\)](#)

Get or set the character to use for vertical boundaries.

AnsiColor

#### Declaration

[\(NetAF.Rendering.FrameBuilders.Color.VerticalBoundary.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color.VerticalBoundary.html\)](#)

public char VerticalBoundary { get; set; }

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

### + NetAF.Commands

Type  
[\(NetAF.Commands.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

### + NetAF.Conversations

([NetAF.Conversations.html](#))

### + NetAF.Conversations.VisitedExitColor

Instructions

Gets or sets the visited exit color.

([NetAF.Conversations.Instruct](#))

Declaration

### + NetAF.Extensions

([NetAF.Extensions.html](#))

```
public AnsiColor VisitedExitColor { get; set; }
```

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

### + NetAF.Logic

Type

([NetAF.Logic.html](#))

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### + NetAF.Rendering

([NetAF.Rendering.html](#))

## Methods

### Builders

([NetAF.Rendering.FrameBuilders](#))

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

[NetAF.Rendering.FrameBuilders.Color](#)

([NetAF.Rendering.FrameBuilders](#))

Declaration

([NetAF.Rendering.FrameBuilders.Color](#))

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.Color](#))

Parameter ConversationFrameBuilder

Type  
[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

Name

Description

GridStringBuilder  
[\(NetAF.Rendering.FrameBuilders.GridStringBuilder\)](#)

gridStringBuilder

The string builder to use.

Room  
[\(NetAF.Assets.Locations.Room\)](#)

room

The room.

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	<i>key</i>	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startY</i>	The start position, x.
+ NetAF.Commands int (https://learn.microsoft.com/dotnet/api/system.int32) <b>(NetAF.Commands.html)</b>	<i>endX</i>	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endY</i>	The end position, x.

**(NetAF.Conversations.html)**

## Implements

NetAFConversations.

## Instructions

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

**(NetAF.Conversations.Instruct**

## + NetAF.Extensions

**(NetAF.Extensions.html)**

## + NetAF.Interpretation

**(NetAF.Interpretation.html)**

## + NetAF.Logic

**(NetAF.Logic.html)**

## + NetAF.Rendering

**(NetAF.Rendering.html)**

## + NetAF.Rendering.Frame

**Builders**

**(NetAF.Rendering.FrameBuilders.html)**

## - NetAF.Rendering.Frame

**Builders.Color**

**(NetAF.Rendering.FrameBuilders.Color.html)**

AnsiColor

**(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)**

ColorAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)**

ColorCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)**

ColorConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)**

ColorGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)**

ColorHelpFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)**

ColorRegionMapBuilder

# Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance: [Assets](#) → [Locations](#) → [ColorSceneFrameBuilder](#)

↳ [NetAF Commands](#) (NetAF.Commands.html)

↳ [ColorSceneFrameBuilder](#) (NetAF.Commands.html)

Implements

+ [NetAF Conversations](#)

ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#)) (NetAF.Conversations.html)

Inherited Members

+ [NetAF Conversations](#).

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(NetAF.Conversations.Instruct.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

(NetAF.Extensions.html)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF Interpretation](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(NetAF.Interpretation.html)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

(NetAF.LogicFrameBuilders.Color.html)

Assemblies: [NetAF Logic](#)

Syntax

↳ [NetAF Rendering](#)

(NetAF.Rendering.html)

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

+ [NetAF Rendering Frame Builders](#)

Builders

(NetAF.Rendering.FrameBuilders.Builders.html)

CONSTRUCTORS

- [NetAF Rendering Frame Builders Color](#)

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder) (NetAF.Rendering.FrameBuilders.Builders.Color.html)

Initializes a new instance of the ColorSceneFrameBuilder class.

ATSCColor

Declaration

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

GridStringFrameBuilder

(NetAF.Rendering.FrameBuilders.GridStringFrameBuilder.html)

StringFrameBuilder

(NetAF.Rendering.FrameBuilders.StringFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Type	Name	Description
ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.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

### + NetAF.Commands

[\(NetAF.Commands.html\)](#)  
**BackgroundColor**

### + NetAF.Conversations

Get or set the background color.  
[\(NetAF.Conversations.html\)](#)

Declaration

### + NetAF.Conversations.

#### Instructions

```
public AnsiColor BackgroundColor { get; set; }
```

[\(NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

[\(NetAF.Extensions.html\)](#)  
**Type**

### + NetAF.Interpretation

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))  
[\(NetAF.Interpretation.html\)](#)

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)

### - NetAF.Rendering

Get or set the rendering color.  
[\(NetAF.Rendering.html\)](#)

### + NetAF.Rendering.Frame

```
public AnsiColor BorderColor { get; set; }
```

[\(NetAF.Rendering.FrameBuild](#)

Property Value

### - NetAF.Rendering.Frame

[\(NetAF.Rendering.FrameBuild](#)  
**Builders.Color**

[\(NetAF.Rendering.FrameBuild](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

### CommandsColor

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Declaration

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorGameOverFrameBuilder { get; set; }

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorHelpFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.C](#)

ColorRegionMapBuilder

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

## DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

### + NetAF.Commands

Declaration

(NetAF.Commands.html)

### + NetAF.Conversations

(NetAF.Conversations.html)

Property Value

### + NetAF.Conversations.

#### Type Instructions

#### Description

b (NetAF.Conversations.Instruction) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Extensions

(NetAF.Extensions.html)

### InputColor

### + NetAF.Interpretation

Get or set the input color.

(NetAF.Interpretation.html)

Declaration

### + NetAF.Logic

(NetAF.Logic.html)

public AnsiColor InputColor { get; set; }

### + NetAF.Rendering

(NetAF.Rendering.html)

Property Value

### + NetAF.Rendering.Frame

#### Type Builders

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilder)

#### Description

### - NetAF.Rendering.Frame

#### Builders Color

### SuppressMovementMessages

(NetAF.Rendering.FrameBuilder)

Get or set if movement messages should be suppressed.

AnsiColor

Declaration

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

public bool SuppressMovementMessages { get; set; }

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

Property Value

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

ColorGameOverFrameBuilder

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

#### Description

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

ColorRegionMapBuilder

## TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

Property Value

### + NetAF.Commands

Type  
[\(NetAF.Commands.html\)](#)

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

### + NetAF.Conversations

([NetAF.Conversations.html](#))

### + NetAF.Conversations.

#### Methods

([NetAF.Conversations.Instruct](#))

### + NetAF.Extensions

**Build**(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)  
[\(NetAF.Extensions.html\)](#)

### + NetAF.Interpretation

BUILDFrame.  
[\(NetAF.Interpretation.html\)](#)

Declaration

### + NetAF.Logic

[\(NetAF.Logic.html\)](#)  
void(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

### + NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

### + NetAF.Rendering.Frame Type Builders

Room ([NetAF.Assets.Locations.Room.html](#))

Name

Description

Specify the Room.

### - NetAF.Rendering.Frame Builders.Color

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))  
AnsiColor

player

Specify the player.

### P NetAF.Rendering.FrameBuilders

([NetAF.Rendering.FrameBuilders.html](#))

player

Specify the player.

### string NetAF.Rendering.FrameBuilders.C

([https://learn.microsoft.com/dotnet/api/system.string](#))

message

Any additional message.

### CommandHelp NetAF.Rendering.FrameBuilders.C

([NetAF.Interpretation.CommandHelp.html](#))

contextualCommands

The contextual commands to display.

### ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

### ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

keyType

The type of key to use.

### ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

width

The width of the frame.

### ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

height

The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

## Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

# Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance: [System.Object](#) → [ColorTitleFrameBuilder](#)

↳ [NetAF Commands](#)  
↳ [ColorTitleFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ [NetAF Conversations](#)

[ITitleFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ [NetAF Conversations](#).

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instructions.html)**

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ [NetAF Extensions](#)

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [NetAF Interpretation](#)

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: [NetAF](#) ([NetAF.html](#)).[Rendering](#) ([NetAF.Rendering.html](#)).[FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)).[Color](#)  
**(NetAF.LogicFrameBuilders.Color.html)**

Assemblies: [NetAF.dll](#)

Syntax

↳ [NetAF Rendering](#)

**(NetAF.Rendering.html)**

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

+ [NetAF Rendering Frame Builders](#)

↳ [Constructors](#)

- [NetAF Rendering Frame Builders Color](#)

**ColorTitleFrameBuilder(GridStringBuilder)**  
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Initializes a new instance of the ColorTitleFrameBuilder class.

[ATSLColor](#)

Declaration

[ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

```
public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
```

[ColorCompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

[ColorGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

[ColorRegionMapBuilder](#)

Type	Name	Description
<a href="#">ColorGameOverFrameBuilder</a>		
<a href="#">GridStringBuilder</a>	<a href="#">gridStringBuilder</a>	A builder to use for the string layout.
<a href="#">ColorRegionMapBuilder</a>		

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`  
([NetAF.Commands.html](#))

Property Value

### + NetAF.Conversations

Type [\(NetAF.Conversations.html\)](#)

Description

+ **NetAF.Conversations** `AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct](#))

## BorderColor

### + NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

Declaration  
`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Interpretation**  
([NetAF.Interpretation.html](#))

`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

### + NetAF.Rendering

Type [\(NetAF.Rendering.html\)](#)

Description

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders](#))

## DescriptionColor

- **NetAF.Rendering.Frame**

Get or set the description color.

Builders.Color

([NetAF.Rendering.FrameBuilders](#))

Declaration

AnsiColor

`public AnsiColor DescriptionColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

Property Value

ColorCompletionFrameBuilder

Type [NetAF.Rendering.FrameBuilders](#)

Description

ColorConversationFrameBuilder

AnsiColor([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders](#))

## TitleColor

([NetAF.Rendering.FrameBuilders](#))

Get or set the title color.

ColorRegionMapBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)	

### + NetAF.Commands

(NetAF.Commands.html)

### + NetAF.Conversations

## Methods

(NetAF.Conversations.html)

### + NetAF.Conversations.

**Build(string string, int, int)**  
Instructions

(NetAF.Conversations.Instruct

### + NetAF.Extensions

Declaration

(NetAF.Extensions.html)

public IFrame Build(string title, string description, int width, int height)

### + NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

### + NetAF.Logic

Type  
(NetAF.Logic.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

title

The title.

### + NetAF.Rendering

(NetAF.Rendering.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

### + NetAF.Rendering.Frame

Builders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(NetAF.Rendering.FrameBuilder)

Returns

### - NetAF.Rendering.Frame

Type  
Builders.Color

Description

(NetAF.Rendering.FrameBuilder)

IFrame (<https://learn.microsoft.com/dotnet/api/system.string>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

## Implements

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.IApplicationBuilder.html)

ITitleFrameBuilder

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

# Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance Assets Locations Members

↳ [NetAF Commands](#)  
↳ [ColorTransitionFrameBuilder](#)  
**(NetAF.Commands.html)**

Implements

+ **NetAF Conversations**

[ITransitionFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))  
**(NetAF.Conversations.html)**

Inherited Members

+ **NetAF Conversations**.

[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

**(NetAF.Conversations.Instructions.html)**

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **NetAF Extensions**

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF Interpretation**

[object.ReferenceEquals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

[object.ToString\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color  
**(NetAF.Rendering.FrameBuilders.Color.html)**

Assemblies

**NetAF Logic**

Syntax

↳ **NetAF Rendering**

**(NetAF.Rendering.html)**

    public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

+ **NetAF Rendering Frame Builders**

    Builders

**(NetAF.Rendering.FrameBuilders.ColorBuilder.html)**

**CONSTRUCTORS**

- **NetAF Rendering Frame**

    Builders Color

**ColorTransitionFrameBuilder(GridStringBuilder)**

**(NetAF.Rendering.FrameBuilders.ColorTransitionFrameBuilder.GridStringBuilder.html)**

Initializes a new instance of the ColorTransitionFrameBuilder class.

    ATSLColor

    Declaration

        ColorAboutFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)**

        public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

        ColorCompletionFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)**

        ColorConversationFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)**

        ColorGameOverFrameBuilder

**(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)**

        GridStringBuilder

**(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)**

        GridStringBuilder

**(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)**

        ColorRegionMapBuilder

Type	Name	Description
ColorGameOverFrameBuilder		
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.
ColorRegionMapBuilder		

# Properties

## BackgroundColor

Get or set the background color.

Declaration  
`public AnsiColor BackgroundColor { get; set; }`

+ **NetAF.Commands** `BackgroundColor { get; set; }`  
([NetAF.Commands.html](#))

Property Value

### + NetAF.Conversations

Type	Description
<a href="#">(NetAF.Conversations.html)</a>	

+ **NetAF.Conversations** `AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

Instructions

([NetAF.Conversations.Instruct.html](#))

## BorderColor

### + NetAF.Extensions

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

`public AnsiColor BorderColor { get; set; }`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Property Value

### + NetAF.Rendering

Type	Description
<a href="#">(NetAF.Rendering.html)</a>	

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

MessageColor

- **NetAF.Rendering.Frame**

Get or set the message color.

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

`public AnsiColor MessageColor { get; set; }`

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property Value

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

Type

`NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder`

ColorConversationFrameBuilder

`AnsiColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)`

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

TitleColor

([NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder.html](#))

Get or set the title color.

ColorRegionMapBuilder

Type	Description
<a href="#">(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)</a>	

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description	
AansiColor (NetAF.Rendering.FrameBuilders.Color.AansiColor.html)		
<b>+ NetAF.Commands</b>  (NetAF.Commands.html)		
<b>+ NetAF.Conversations</b> <b>Methods</b> (NetAF.Conversations.html)		
<b>+ NetAF.Conversations.</b> <b>Build(string string, int, int)</b>  Instructions (NetAF.Conversations.Instruct		
<b>+ NetAF.Extensions</b>  Declaration (NetAF.Extensions.html)		
<b>+ NetAF.Interpretation</b>  (NetAF.Interpretation.html)		
Parameters		
<b>+ NetAF.Logic</b> Type (NetAF.Logic.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<b>title</b>	The title to display to the user.
<b>+ NetAF.Rendering</b> (NetAF.Rendering.html)		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<b>message</b>	The message to display to the user.
<b>+ NetAF.Rendering.Frame</b>  <b>Builders</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )		
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<b>width</b>	The width of the frame.
<b>(NetAF.Rendering.FrameBuilder</b>		
<b>- NetAF.Rendering.Frame</b>		
<b>Type</b> IPFrame (NetAF.Rendering.Frames.IFrame.html)		
AnsiColor (NetAF.Rendering.FrameBuilders.C		
ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.C		
ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)		
ColorCompetitorFrameBuilder (NetAF.Rendering.FrameBuilders.C		
ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.C		
ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C		
ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C		
ColorRegionMapBuilder		

# Namespace NetAF.Rendering.Frames

## Classes

Filter by title

### [GridTextFrame \(NetAF.Rendering.Frames.GridTextFrame.html\)](#)

Provides a grid based frame for displaying a command based interface.

+ [NetAF.Assets.Interaction](#)

(NetAF.Assets.Interaction.html)

## Interfaces

+ [NetAF.Assets.Locations](#)

(NetAF.Assets.Locations.html)

### [IFrame \(NetAF.Rendering.Frames.IFrame.html\)](#)

+ [NetAF.Commands](#)

Represents any object that is a frame that can display a command based interface.

(NetAF.Commands.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

Instructions

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilder

+ [NetAF.Rendering.Frame](#)

Builders.Color

(NetAF.Rendering.FrameBuilder

- [NetAF.Rendering.Frames](#)

(NetAF.Rendering.Frames.html)

# Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

## + NetAF.Assets.Attributes

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridTextFrame

## + NetAF.Assets.Characters

Implements

### (NetAF.Assets.Characters.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html))

## + NetAF.Assets.Interaction

Inherited Members

### (NetAF.Assets.Interaction.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

## + NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

## + NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

## + NetAF.Conversations

Namespace: NetAF ([NetAF.html](https://learn.microsoft.com/dotnet/html)).Rendering ([NetAF.Rendering.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html)).Frames ([NetAF.Rendering.Frames.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.html))

Assembly: NetAF.dll

## + NetAF.Conversations.

Syntax

### Instructions

([NetAF.Conversations.Instruction](#))

## + NetAF.Extensions

([NetAF.Extensions.html](#))

## Constructors

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

## GridTextFrame(GridStringBuilder, int, int, AnsiColor)

### + NetAF.Logic

Initializes ([NetAF.Logic.html](#)) of the GridTextFrame class.

## Delegates

### NetAF.Rendering

([NetAF.Rendering.html](#))

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, int backgroundcolor)

### + NetAF.Rendering.Frame

#### Builders

### ([NetAF.Rendering.FrameBuilder](#))

Parameters

### + NetAF.Rendering.Frame

#### Type

#### Builders.Color

GridStringBuilder

### ([NetAF.Rendering.FrameBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

### - NetAF.Rendering.Frames

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### ([NetAF.Rendering.Frames.html](#))

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.
int	cursorLeft	The cursor left position.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorTop</i>	The cursor top position.
AnsiColor ( <a href="#">NetAF.Rendering.FrameBuilders.Color.AnsiColor.html</a> )	<i>backgroundColor</i>	The background color.

▼

## + NetAF.Assets.Attributes

([NetAF.Assets.Attributes.html](#))

## Properties

### + NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

### AcceptsInput

#### + NetAF.Assets.Interaction

Get or set if this Frame accepts input.

([NetAF.Assets.Interaction.html](#))

Declaration

### + NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

```
public bool AcceptsInput { get; set; }
```

### + NetAF.Commands

([NetAF.Commands.html](#))

## + Type NetAF.Conversations

([NetAF.Conversations.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Conversations.

#### Instructions

([NetAF.Conversations.Instructions.html](#))

#### Extensions

([NetAF.Extensions.html](#))

Declaration

### + NetAF.Interpretation

public AnsiColor BackgroundColor { get; }

### + NetAF.Logic

Property Value

([NetAF.Logic.html](#))

Type

## + NetAF.Rendering

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

#### Builders

#### CursorLeft

([NetAF.Rendering.FrameBuilders.html](#))

Get the cursor left position.

### + NetAF.Rendering.Frame

Declaration

#### Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

```
public int CursorLeft { get; }
```

### - NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Type	Description
------	-------------

Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	



## CursorTop

### + NetAF.Assets.Attributes

Get the cursor top position.

([NetAF.Assets.Attributes.html](#))

Declaration

### + NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#)  
public int CursorTop { get; }

### + NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

Property Value

### + NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

### + NetAF.Commands

([NetAF.Commands.html](#))

## ShowCursor

### + NetAF.Conversations

([NetAF.Conversations.html](#))

Get or set if the cursor should be shown.

### + NetAF.Conversations.

Declaration

#### Instructions

([NetAF.Conversations.Instruction.html](#)  
public bool ShowCursor { get; set; }

### + NetAF.Extensions

Property Value

([NetAF.Extensions.html](#))

### + NetAF.Interpretation

b ([NetAF.Interpretation.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

### + NetAF.Logic

([NetAF.Logic.html](#))

## Methods

### + NetAF.Rendering

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

#### Builders

Render this frame on a writer.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

### + NetAF.Rendering.Frame

#### Builders.Color

public void Render(TextWriter writer)

([NetAF.Rendering.FrameBuilder.html](#))

### + NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
TextWriter ( <a href="https://learn.microsoft.com/dotnet/api/system.io.textwriter">https://learn.microsoft.com/dotnet/api/system.io.textwriter</a> )	writer	The writer.

## ToString()

Returns a string that represents the current object.

### + NetAF.Assets.Attributes

([NetAF.Assets.Attributes.html](#))

Declaration

### + NetAF.Assets.Characters

public override string ToString()  
([NetAF.Assets.Characters.html](#))

### + NetAF.Assets.Interaction

Returns

([NetAF.Assets.Interaction.html](#))

Type

### + NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Assets.Locations.html](#))

Description

A string that represents the current object.

### + NetAF.Commands

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

### + NetAF.Conversations

Implements

([NetAF.Conversations.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

### + NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#)

### + NetAF.Extensions

([NetAF.Extensions.html](#))

### + NetAF.Interpretation

([NetAF.Interpretation.html](#))

### + NetAF.Logic

([NetAF.Logic.html](#))

### + NetAF.Rendering

([NetAF.Rendering.html](#))

### + NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuild](#)

### + NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuild](#)

### - NetAF.Rendering.Frames

([NetAF.Rendering.Frames.htm](#))

# Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

+ **NetAF.Assets.Attributes**

Assembly: NetAF.dll

(NetAF.Assets.Attributes.html)

Syntax

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Properties

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

AcceptsInput

(NetAF.Commands.html)

Get or set if this Frame accepts input.

+ **NetAF.Conversations**

Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

    bool AcceptsInput { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ **NetAF.Extensions**

Type

(NetAF.Extensions.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

## Enums

**NetAF.Logic**

(NetAF.Logic.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders

Color

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilder

- **NetAF.Rendering.Frames**

C(NetAF.Rendering.Frames.htm

Description

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

+ **NetAF.Assets.Attributes**

Type

([NetAF.Assets.Attributes.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

**ShowCursor**

**NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Get or set if the cursor should be shown.

+ **NetAF.Assets.Locations**

Declaration

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Property Value

+ **NetAF.Conversations**

Type

([NetAF.Conversations.html](#))

Description

+ **NetAF.Conversations**

Instructions

([NetAF.Conversations.Instruct](#))

## Methods

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

**Render(TextWriter)**

([NetAF.Interpretation.html](#))

Render this frame on a writer.

+ **NetAF.Logic**

Declaration

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

Void [Render\(TextWriter writer\)](#)

([NetAF.Rendering.html](#))

# **NetAF.Rendering.Frame**

**Builders**

Type

([NetAF.Rendering.FrameBuilder](#))

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name

Description

writer

The writer.

+ **NetAF.Rendering.Frame**

**Builders.Color**

([NetAF.Rendering.FrameBuilder](#))

- **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

▼

- + **NetAF.Assets.Attributes**  
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**  
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**  
[\(NetAF.Assets.Interaction.html\)](#)
- + **NetAF.Assets.Locations**  
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**  
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**  
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**  
  **Instructions**  
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**  
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**  
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**  
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**  
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**  
  **Builders**  
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**  
  **Builders.Color**  
[\(NetAF.Rendering.FrameBuild](#)
- **NetAF.Rendering.Frames**  
[\(NetAF.Rendering.Frames.htm](#)

# Namespace NetAF.Utilities

## Classes

Filter by title

### **OverworldMaker** ([NetAF.Utilities.OverworldMaker.html](#))

#### + **NetAF.Assets.Interaction**

Provides a class for helping to make Regions.  
[\(NetAF.Assets.Interaction.html\)](#)

#### + **NetAF.Assets.Locations**

### **RegionMaker** ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Provides a class for helping to make Regions.

#### + **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

## Interfaces

#### + **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

### **IAssetTemplate**<T> ([NetAF.Utilities.IAssetTemplate-1.html](#))

#### + **NetAF.Conversations**

This interface represents a template for an asset.

Instructions

[\(NetAF.Conversations.Instruct](#)

#### + **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

#### + **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

#### + **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

#### + **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

#### + **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

#### + **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

#### + **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

#### - **NetAF.Utilities**

# Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

## ↳ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

public interface IAssetTemplate<out T>

### + **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Type Parameters

### + **NetAF.Assets.Locations**

Name Description  
([NetAF.Assets.Locations.html](#))

T The type of asset being templated.

### + **NetAF.Commands**

([NetAF.Commands.html](#))

### + **NetAF.Conversations**

## Methods

([NetAF.Conversations.html](#))

### + **NetAF.Conversations.**

#### Instantiate()

([NetAF.Conversations.Instruct](#))

Instantiate a new instance of the templated asset.

### + **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

### + **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Returns

### + **NetAF.Logic**

T ([NetAF.Logic.html](#))

Description

+ **TNetAF.Rendering**

The asset.

([NetAF.Rendering.html](#))

### + **NetAF.Rendering.Frame**

#### Builders

([NetAF.Rendering.FrameBuilder](#))

### + **NetAF.Rendering.Frame**

#### Builders.Color

([NetAF.Rendering.FrameBuilder](#))

### + **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

### - **NetAF.Utilities**

# Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Assets Characters**

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF Assets Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Assets.Interaction.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

+ **NetAF Assets Locations**

equals(system-object-system-object))

([NetAF.Assets.Locations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations.**

**Instructions**

public sealed class OverworldMaker

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**Constructors**

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

**OverworldMaker(Identifier, Description, params RegionMaker[])**

+ **NetAF.Logic**

Initializes a new instance of the OverworldMaker class.

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public OverworldMaker(Identifier identifier, Description description, params RegionM  
aker[] regionMakers)

+ **NetAF.Rendering.Frame**

**Builders**

+ **NetAF.Rendering.FrameBuilder**

+ **Type** **NetAF.Rendering.Frame**

Name

Description

**Builders Color**

Identifier ([NetAF.Assets.Identifier.html](#))

identifier

An identifier for the region.

([NetAF.Rendering.FrameBuilder.html](#))

Description ([NetAF.Assets.Description.html](#))

description

A description for the region.

+ **NetAF.Rendering.Frames**

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

([NetAF.Rendering.Frames.html](#))

regionMakers

The region makes to use to construct regions.

- **NetAF.Utilities**

## OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)  
(NetAF.Assets.Attributes.html)
```

### Parameters

#### + NetAF.Assets.Characters

Type	Name	Description
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Interaction.html)	identifier	An identifier for the region.
+ NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html)	description	A description for the region.
+ NetAF.Commands (NetAF.Commands.html)	regionMakers	The region makes to use to construct regions.

#### + NetAF.Conversations

(NetAF.Conversations.html)

### Methods

#### + NetAF.Conversations.

Instructions

#### Makes

(NetAF.Conversations.Instruct

### NetAF.Extensions

(NetAF.Extensions.html)

Declaration

#### + NetAF.Interpretation

public Overworld Make()

(NetAF.Interpretation.html)

#### + NetAF.Logic

Returns

(NetAF.Logic.html)

Type

#### + NetAF.Rendering

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Rendering.html)

Description

The created overworld.

#### + NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

#### + NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder

#### + NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

#### - NetAF.Utilities

# Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Assets.Interaction.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

+ **NetAF.Assets.Locations**

equals(system-object-system-object))

([NetAF.Assets.Locations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Commands.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations.**

**Instructions**

public sealed class RegionMaker

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

**Constructors**

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

**RegionMaker(Identifier, Description)**

+ **NetAF.Logic**

Initializes a new instance of the RegionMaker class.

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Rendering.Frame**

**Builders**

Parameters

Type	Name	Description
Identifier ( <a href="#">NetAF.Assets.Identifier.html</a> )	identifier	An identifier for the region.
Description ( <a href="#">NetAF.Assets.Description.html</a> )	description	A description for the region.

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

**RegionMaker(string, string)**

- **NetAF.Utilities**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ <a href="#">NetAF.Assets.Characters</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>identifier</i>	An identifier for the region.
+ <a href="#">NetAF.Assets.Characters.html</a> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>description</i>	A description for the region.

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

+ [NetAF.Commands](#)

this[int, int, int]

[\(NetAF.Commands.html\)](#)

Get or set the room at a location.

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

public Room this[int x, int y, int z] { get; set; }

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

+ [NetAF.Extensions](#)

Type

[\(NetAF.Extensions.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ [NetAF.Interpretation](#)

int

[\(NetAF.Interpretation.html\)](#)

y

The y position.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Property Value

+ [NetAF.Rendering](#)

Type

[\(NetAF.Rendering.html\)](#)

Room ([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Methods

[NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder](#)

CanPlaceRoom(int, int, int)

+ [NetAF.Rendering.Frames](#)

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

- [NetAF.Utilities](#)

```
public bool CanPlaceRoom(int x, int y, int z)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The X position.
(NetAF.Assets.Attributes.html) int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The Y position.
+ NetAF.Assets.Characters int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (NetAF.Assets.Characters.html)	z	The Z position.

## Return Value

Type	Description
+ NetAF.Assets.Location bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) (NetAF.Assets.Locations.html)	True if the room can be placed, else false.

## +

### NetAF.Commands

#### GetRoomPositions()

(NetAF.Commands.html)

Get all current room positions.

(NetAF.Conversations.html)

Declaration

## +

### NetAF.Conversations

#### GetRoomPositions()

(NetAF.Conversations.html)

## +

### NetAF.Conversations

#### GetRoomPositions()

(NetAF.Conversations.html)

Returns

## +

### NetAF.Extensions

#### Type

(NetAF.Extensions.html)

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)[]

## +

### NetAF.Interpretation

(NetAF.Interpretation.html)

## +

### NetAF.Logic

#### Make()

(NetAF.Logic.html)

Make a region.

## +

### NetAF.Rendering

Declaration

(NetAF.Rendering.html)

## +

### NetAF.Rendering.Frame

#### Builders

(NetAF.Rendering.FrameBuilder.html)

Returns

## +

### NetAF.Rendering.Frame

#### Builders.Color

Region (NetAF.Assets.Locations.Region.html)

(NetAF.Rendering.FrameBuilder.html)

## +

### NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

#### Make(RoomPosition)

- NetAF.Utilities

Type	Description
Region (NetAF.Assets.Locations.Region.html)	The created region.

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	<i>startPosition</i>	The start position.

(NetAF.Assets.Characters.html)

Returns

+ NetAF.Assets.Interaction

Type	Description
+ Region (NetAF.Assets.Locations.Region.html)	The created region.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Make(int, int, int)  
(NetAF.Commands.html)

Make a region.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations

```
public Region Make(int x, int y, int z)
```

Instructions

(NetAF.Conversations.Instruct

Parameters

Type	Name	Description
+ NetAF.Extensions		
(NetAF.Extensions.html)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ NetAF.Interpretation		
(NetAF.Interpretation.html)	z	The start z position.
int (https://learn.microsoft.com/dotnet/api/system.int32)		

+ NetAF.Logic

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

Type

(NetAF.Rendering.html)

Region (NetAF.Assets.Locations.Region.html)

Description

The created region.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

- NetAF.Utilities